

Another Christian Satanic Bible

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The Four Books of Another Christian Satanic Bible:

- 1) Christian Satanism
- 2) Video Games
- 3) Godism 3 Part 2 (Future Uses of Science and Technology.)
- 4) Blood Star Teardrops Fall, Black Rainbows (A Movie Script.)

Book One:

Christian Satanism —

“Shadow and light are two sides of the same coin. One cannot exist without the other.” - The Legend of Zelda: Twilight Princess

Introduction

What is Christian Satanism?

Hello! Welcome to my 40th book. They have all been free and all in the public domain. Remember, this one is also.

I’ve come to know a lot about Christian Satanism over the years. I’ve come to think about it often looking for the best way to talk about it. Here’s what I have to say about it. It works for me. It lives in me. Whether or not anyone accepts that, I know it does. I may not be a 100% Christian. I never claimed to be “100%” anything really. And it’s not about 50/50. Sometimes it’s 60/40. Other times 80/20. But I don’t see any need to measure these things. I see two sides that I like and follow them. Those that really object are the sided-minded. Such as the *Christianists* they are. Or the *Satanishes* they are fighting for the God or the Devil. But I exist because of them both. And I am here writing through them both as they determined a gray side of things should be. A purposed thing in other words, as you’ll find it here and find it before.

The Time of the Gray Sided is due. Nature works in twos, and the 3rd element, the product, is life.

I may need to clear up some misconceptions. First, I don’t represent anything evil. I am a highly moral person, naturally so. Second, this isn’t a cult. Quite the contrary, Christian Satanism encourages point/counter point. To be one thing yet open to the other if at all possible. To explore opposite sides to yourself while looking for truth. Other than that read what we are about and I hope it’s a nice fit for you.

The Gray Side of things is one where there is balance. I hope to convince you that the Earth is reserved for us. *The Middle Grounds*, so to speak, is destined for us. For us it isn’t

heaven or hell. It is the Earthen realm. It is here that we find life and continue onward forever in one place or another. The Earth shall belong to the Christian Satanist.

So through these words be anchored. Be established. Be rooted firmly and reside with us here forever. It is a message for you who have always felt that Earth was your home. For you who never could quite sense that heaven or hell was to be. For those who somehow knew they'd live here forever. And so you will.

Every time I can't sleep at night, I wonder if I'm in someone else's dream. . .

A New Heaven AND A New Earth (and Hell.) This is the gospel of the New Earth. It is the philosophy, beliefs, and dogmatic practices to be. It is the sword of Christ. The reason why I drink iced tea all day is that I use it to console with God all day. Every time I take a drink I either think of Him or pray to Him. I have seen the world go awful due to selfishness and hedonism. They lead to corruption. Morals are thrown out in so doing. Lies become so natural for such a people as these. And the only thing that matters is their own self. I stand to reason with them: is that the right way to live? Is this the world we want? Half of me says "yeah, a little pleasure is okay. In fact a little goes much longer a way." And my other half says "the more I can control my behavior the better I can control myself, as long as I don't become a slave because of it." And so is born the Christian Satanist. A being that is neither blinded by the light or the darkness.

Is it so absurd? God works in mysterious ways. Many a Christian would *demand* our damnation were they presented to us by God. They would say in every which way that salvation comes simply by faith. Not as earned but as a gift unto them. But they'll sure scream hell fire and damnation from anyone who doesn't drink from *their* cup. Isaiah and Ezekiel isn't even talking about The Devil. Yet whole Devil Worshipping religions and music has been built around it. Satan is at one side of God. Jesus, the other. Some say that Jesus and Satan are brothers. This is true as they were made to know it was. And in Revelations we hear that Jesus is "The bright morning star." Just as the name *Lucifer* denotes in Isaiah 14. God took from Jesus the cup of wrath and gave it to Satan. And so the fighting grounds of the apocalypse with The Devils reward being many more than the third of all people. Unto His Kingdom. You will have things you can learn regarding Satanism (singularly) here if Satanism is your forte. God made the sheep and the wolf. The lion and its prey. But when the purpose of God is accomplished the wolves will eat with the sheep, or, the Satanist with the Christian. Both will be made to dwell in peace together.

The Christian Satanist is the third of all people.

Christianity is dangerous. I can't imagine the *torment* of being burnt alive. And they think they are fighting for God. By bullying kids into theism. Else cast him out of school. Few consider that God would favor a secular society over that, but He certainly does!

Satan is *The Progresser*. He is the spirit of evolution and progress. He is *The Prince*. He is *The Twilight God*. And most importantly here he is *God's Advocate*. *His Sword*.

Nature works in twos. Twos in an opposite way. For example consider the human body. The reproductive system. The moon and sun. And when you think about the third think about life. And life is at the center, the middle of it all. You have two legs. Where you walk to is the third element.

2,000 years have past since that fateful day. Yes, even more. And during that time you may ask "what has changed?" Certainly a lot can change during that time. But the end purpose of God has remained the same. Christianity has found its last purification through us. Take a look at Easter, Christmas, and the gluttonous holiday of Thanks Giving. The coins of Caesar that have donned *in God We Trust*. The Easter bunny, Santa Clause. *The Christmas Tree*. Holidays are all Christian Satanic. Gray side things take time to build but are of the last things built.

God is not disgusted with us. In fact He wanted us. He created us. To have around, to give darkness some light. Light that we highly appreciate. The world to give us that He created for us. And an appointed time when it will be taken. And they can bicker and argue about it all they want but that's just the way it is. Jesus was treated like an imposter all of his days. He said things that people didn't want to listen to. He associated with the bad guys. He focused on them intently. And desired them more than the others. And we walk the Christian path equally as well given that we are *not* evil. That we shine in the darkness as we do, are the most intense of God's light.

Jesus will find the lost sheep. He will leave 99 sheep that are *with* him to find that single one lost. And as this is he has appeared among us and invites us here unto his fold. May we be appreciative. May we not blaspheme. May we not commit any atrocities. He gives to one people one place. He gives unto all their own place from one kind to another. He has us where he wants us to be. I promise you.

God gave us a lot of resources, no doubt. He assigned humans to create a heavenly like kingdom to dwell in. Whatever we need is there, truly in perfect amounts. We are of those that were sent here to do so, as a job on some cases, as a punishment in others, and for some simply by desire. It is like any other job. We just don't know we were hired, on most cases, anyway. But that tells you why we are here. The task is not forever except for us. As we will return and pick up on things as we should. And there will sooner or later be a science created utopia for our kind. A true utopia. While not as

grand and peaceful as heaven, still naturally favorable to us. Nor Hell for us. Just Earth and its infinite multi dimensional surroundings.

We practice gray magic. Magic that causes an effect that isn't necessarily good or bad.

We are aware that chaos is something that bursts forth in an overly systematic generation of ideas and practices among people of the Earth.

Our tastes can be said to be gray. For example, we like material wealth from *simple* and *less expensive* things. To those who give to us we give to them. We borrow but also pay back, if we want to borrow to begin with. We eat less food but enjoy it more. Gray tastes comes from balancing things. Like providing for our future at the end of things. To tithes our future. (But don't forget that investing in science and technology makes the world a better place. Like if we could get a replicator invented.)

Some of the most bitter things taste the best when sugar is added to them. Some of the blandest things taste the best when salt is added to them.

A party everyday is no party. Leisure time doesn't come for those who have no work.

Over perfection of things can ruin a thing. Haste makes waste but a boss may have you make haste with *less* waste.

With all that can be said of primary goals for any religious practitioner, that of the Christian Satanist serves them best. The Buddhist seeks enlightenment. The Christian's the road of Christ. The Satanist darkness and evil (sometimes) blasphemy perhaps. They are usually after pleasure and power. Pleasure in the form of sin. How about The Christian Satanist? What do they seek? They seek to find their middle person. And as much as that person is seen the more their soul falls down from heaven, up from hell, and planted into the Earthen realm.

How do you find your middle person? That's easy: it is in the place of balance, it is in shades of gray. It is the deciding line. The place in the middle. It is just as simple as it sounds. You'll live longer. You will be happier. You will enjoy things more. Your life more organized. Your whole life will be better balanced. The more you practice it the more *centered* you will truly be.

After all to use less is to have more. To balance responsibilities with pleasure always results in a good thing. Sinners are a slave to sin for sure. But a Christian Satanist is master over it.

And it can be a true power. You either say no too often or too little. But how few can only say no half of the time! You may have decided to watch something you like tomorrow. Or do something you like *tomorrow*. Isn't that really saving life? Christian Satanism is like life in the pocket.

Christian Satanism isn't necessarily a dualism either. I've thought about this a lot. That it should be taken in a comparative basis. To be sometimes Satanic and sometimes Christian is to be Christian Satanic. But that itself with balance. All things can be balanced after all, it seems. Anything can be cut into two. Those itself can be cut into twos, and who knows how far *that* can go. The smallest things cut into two are the greatest concentrations of Christian Satanism. But the whole point must be to build up from there. To create the greatest from the least. To reduce then to increase. And as such be a *Christian Satanic Master Creator*.

But there comes a time when all the philosophy of the world does not itself provide an answer. That answer is instead the only possible action. Take a dictatorship: that dictator is truly harming innocent people. We don't need to look in our books to know what we should do. We know that person shouldn't be allowed to continue their atrocities. However along the way the Christian Satanist has weighed good with bad. They must know what is truly bad and what is truly good, then. And can generally operate better through the understanding that they hold within them.

Is a walk worth the reward? In faster travel we lose something. A person who only had his two feet a century ago would walk quite far for any one of the excellent ice cold drinks we have these days. They'd go that far for 6 eggs. But now we are left thinking 'I'm not going anywhere unless I can at least afford a 6 pack of sodas. Or 'I'm not going a mile further on the bus unless I can save more than \$5. But the person of a century ago would have had to travel a hundred years to have what we have today. And they deserve to be with us now.

Those of ages past will run to the reward and full heartedly take it. Will graciously take it. Will have within them great desire for it. *Many who are first will be last and many who are last will be first*. And so the Christian Satanist should not take things for granted. But rather build desire. Will love the world as a gift from God or will not be given it.

If we share the world then we will be given the world. How you share it is up to you. Have a feast, invite the homeless. Give to those that lack. Spare money for gifts on any occasion. And also work to keep the Earth a good place to live, make a healthier planet be in your agenda as well. Contribute to science and Technology for the sake of our utopia. Decide the best ways and means to go about it.

Don't blaspheme against God. Never commit an atrocious act. Submit yourself to authority if you do. Be productive. Leave vengeance to God. Defend yourself but in balance only. In other words don't over react. Be empathetic. Be sympathetic. And have a strong conscious to guide you and minimize the hurt you'd otherwise inflict. And with such inherit the Earth. As Jesus said (and is a verse important to us) *The meek shall inherit the Earth*. And Jesus said *give and it shall be given to you*. Many times more even!

Which is just so pleasant to be know. Remember that it is the great power of God that gives the world to us. Not any Satanic power. Not through deception. Nothing more than the qualifications say forth by God Almighty.

The Christian Satanist stands with one foot and bends his or her knee to God with the other. He has those on the right side and those on the left. He has one kind and the other. We are that *other* kind.

It was created by two sides that got together to establish it. There were arguments for both sides. There were things insisted on yet rejected, and compromise. And in the speed of heaven established, and poured forth through me. Finally, it was given a purpose and method for success.

As for me I have long been a wanderer. Living in as many places as can be imagined. Homeless and mad, yet brilliant, confined, jailed, with room mate after roommate. Made into a very socially educated person. Book smart, street smart too. In a mad house many times as well. Sometimes just a hotel where I rotted and lingered for years. Or at a girlfriend's home, in an apartment, in an RV.

I was highly Christian in my youth. Soon after highly Satanic. And would end up going back and forth until I understood that I am a Christian Satanist!

I have some really good things to say and I hope you stick around to hear them.

No, I'm not some Devil after your soul. But it is up to you if you take me seriously or not. Or else make a playground out of my ideas. The choice is up to you. But bear with me and I'll give you a golden cross. Though heavy, you may rest with it and guard it. That is what your purpose from me is.

I am a soul that had to be quarantined as his love for God was mad like in the music video *I Love You, Always Forever* by Donna Lewis.

We have the shepherd for us who was gray

We are Earth's conquerors shining into a new day

We have come far across many lands

To be where we are at today

We breath in and out the Earth itself

We are planted here upon it

We strive for perfection and excellence

Building upon this world in every way
We will reside here forever for that sake
And these things are simply our fate.

1: The Paradise Unfolding Before Your Very Eyes

Only science and Technology can create a utopia. To end starvation we need a replicator. To be safe we need scientifically procured safety mechanisms. To be warm not cold we need something as basic as a heater. We have labored for ages to have what we have today. And it will not be for nothing. The thought of that is for the nihilistic. My thoughts on the future are not full of dread and apprehension. Those nervous about the future will concoct the worse ideas they can. But the future is ever brighter. We have death to thank for breadth of our success as human beings on this Earth.

However before that utopia comes about there will be disaster generated by the apprehensive. Ironically, the scope of our success is most unsettling to them. They are of those that desire destruction. They are of those that are most bothered by the future. And they are the Satanist Satanic. They are full of rage and wrath. They are full of its spirit. And in time must come when they are dispelled from the world. Only the most powerful of storms can do so. And after the fate of the evil and damned is set then from the dust will emerge a paradise. And that paradise will then freely develop. As a result will more rapidly develop in a time of evolution never before seen from humankind.

The pro moral side is the most visible. They are heard. They support ethical causes openly. It is enough to make you think that the wicked are but a few. But they are there just as equally, only hid. They will be driven out and expelled. Like the vomit of an unsettled stomach. The worse it gets the greater the force of expulsion.

Remain with me righteously. Be a decent person. Be with us the Christian Satanist. And don't be expected of other kinds of people. Be removed from the wicked and you will not be fathered by the wicked. Isolate yourself from the regular world which is becoming not just wicked, but evil.

And may God dwell within you and take you unto the final of days before the grand new age. The more we learn technologically and scientifically, the thinner the divide between heaven and Earth.

2: Formula for a More Beautiful Earth

We have many unused resources to improve things aesthetically. All sorts of lights: fiber optics, EL panels, neon lights, black lights, that are underused. Many kinds of things not used at all. Glow in the dark things, glow sticks, things that could make the world brightly appealing that are not used to do so. The world is bland. The People are bland. If we could biologically engineer towering trees we'd probably just use it for homes and paper. We wouldn't build towns upon them. But we need the populous to have the mindset of doing so. For them to have more attention given to beauty. But alas they don't care! Can't they think beyond the plain? Let's assume that a new form of crystal is created in a lab. It is pliable and tough as diamond. Our roads could be paved with it. Homes, windows and such things made of it. It could be in a rainbow of colors. Call it a part of *aesthetic sciences*. And the scientists making it are *Aesthetic Scientists*. Of course no field of science currently exists. But it should!

It would produce things like video stickers. And at least Las Vegas is getting things right. What I have in mind are things like the Fremont Street Experience. A large display overhead as you are walking down the street that plays music and is rich in visuals. Were these things common then people would be happier with their environment. You go into any office though and you are only given a small cup to dispense somewhat cold water into. We may not be able to change the world to these ways just yet but we can do things about our dull and plain bedrooms.

Fix it up light-wise. Still we need to create certain things. I'm the kind of person that wonders why we haven't yet made holograms printable. But we can print the best art we can think of, frame it and hang it. Hopefully we can find wall clocks that aren't just black and white with nothing else to it. Make our homes more colorful in general. I don't think that neon green carpet exists. Neon blue or hot pink either- those line of colors. Let alone carpet that glows in the dark.

Digital picture frames would have been nice but were just a fad. After all, they didn't pass the dullness test. Even our door knobs could be mirror finished, have a light on them like one rolling around, and as such we would have more things plugged in than just those on an outlet. Wouldn't a door knob look much better if it was glowing out a neon color? Beds are just a mattress. No one uses water beds anymore. I personally like to sleep up high, but I don't need a bunk bed. But I have to get a bunk bed if I intend to. Or to have an enclosure would be nice.

It was said of the future we'd have more dazzling things. They assumed that if we had more dazzling things we'd use them. We would want to make them. Nope! We don't have self lacing shoes. We don't even have holograms really. No large holographic advertisements. If you predict where science will go, don't include them!

Power for a fair amount of lights can be obtained from solar panels. And innovative uses of them could be implemented by the person who is smart. A lovely hall way with hanging lights every ten seconds of a color, otherwise regular. EL panels to go across the bottom of the walls. Creative uses of sound activation can be thought up by the Aesthetic Scientist. As well as touch sensors, light sensors, etc. Light sensing light? That sounds kind of cool.

No more plain lamps. But ones in the shape of a lily. Or a super hero you like. A home invested with idols. Ones of colorful lights that shimmer and glimmer. It was once sung *What a Wonderful World*. But I say: it can sure be a hell of a lot more beautiful!

3: The Power of The Gray Side

Believe me Christian Satanism stands out. For some it is detestable, offensive, and for some it is interesting due to its uniqueness and “impossible traits.” Whatever it is, it raises a lot of questions. I should know. Every time I bring it up a person begins asking a ton of questions about it. Some seem to have the sense “this cannot be!” But it is and we are here talking about it, aren’t we?

As much as an individual stands out with it think about how much a Church would! To have both Satanic and Christian imagery throughout (and especially so for a large cathedral) would bring the news to the people.

And what much more a fun place it would be. To have both a communion with The Devil and God. To have variety within its doors. Two kinds of music and a third, both. Speaking a gray message, and of darkness, yet of light too. I think people would be more willing to go to Church.

What would you think if you passed by a Church that had a devil on one end with a pitch fork and pointed tail and one of the crucifixion on the other? And above that the words *The Church of the Christian Satanist*.

The gray side is the Son of Man. It is the natural product. It is the final cause. We’ve been presented the stories of righteousness and iniquity from the beginning. They’ll eventually merge- *they have already here*. And they’ll still exist separately but really whatever they do leads to us. We are like unto them a child. One born and raised of them. So we are the product of fate.

We are the new thing to talk about. We may very well be so talked about to become the next big thing. The biggest thing since Lord Jesus.

Who wouldn't want to talk about and support their child? We are an alien in this world. A thing not supposed to be/ foreign. Where will we find *our* ground? We are a thing new. We will be asked things like *where do we come from?*

And we are the first of our kind *here* with Christian Satanism but eventually other gray side things will emerge. Like in movies. In shows, books, video games. And as Christian Satanists we should provide gray side ideas to these mediums. We have something new and interesting to use so why wouldn't we?

If we are a good example then more power to us.

Imagine it as three things being squeezed together with the Christian Satanic in the middle. The power of Darkness being forced into us as is the power of Light. Their power draws into us. And on a metaphysical magical level that is so. That is a component of Gray Magic that should not be ignored. That is, to draw in both powers and to contain them. Take the darkness and the light, those that go well enough together to create when combined (the Gray) and you will have mastered gray magic!

4: The Nice Things About Life

It's a scary prospect to die, but what a wonderful mystery it is. We came from nothing. Why couldn't we return from nothing? I guess exciting things can't happen all the time. Few days they will be, many will not be beyond normal. We all have things we can wait for. The Christian is waiting for their ticket out of here through the apocalypse. I'm just waiting for the PlayStation 5. The newest Nintendo system. I've already seen the new X Box. And the next president of the United States will be announced soon. I have a lot of things to just sit around and wait for.

Hoods are a nice thing to have. They cover your head and neck. They are useful during naps or sleep to pull over your eyes. Those are a nice thing about life. Cold drinks are great too. I like iced tea. It's cheap and easy to make. Thanks to the microwave I can make it quickly. Really though I'm waiting on the day I have cherry cider again. Or a green monster energy drink. And for all of that, payday.

I wake up each day happy that a new day has started. I go outside to smoke. I make some iced tea and start writing. Otherwise I'm just sitting around waiting for things to happen. Then I go to bed. Or *into* bed and watch retro-gaming stuff for a few hours. And thank God for that! I really do love and enjoy retro gaming stuff.

If I want to buy stuff the buying has never been any better. If I want a drink the drinks have been honed to perfection. The food too. I have things that the richest person didn't

have ten years ago. I've seen those old laptop videos. Those monster sized machines they desperately wanted to make portable.

I've been waiting all my life. Until I no more had to. Like music videos on pre programmed TV. Or the radio. Now my smart phone has me covered. Things cheaply gotten online come home to me every day. Two a day, three a day. There's movies left to wait for, though. But renting them no longer means I have to leave the house. They are brought home via a card number.

I am so glad I don't live in the filthy past. I can take warm showers with two different bars of soap and two different body washes. I don't have to wield a dangerous razor to shave or some kind of flint rock while I fester in a cave home. Nope! I have a lithium battery electric razor. Nice toothpaste too. Nice clothing as well. In fact I'd say as far as human history goes I am living like a god.

5: What Will a God Do?

As science and technology evolves we are becoming more greatly like gods. Telepathy and things are *already* possible. They are done every day by people. Long long ago they talked about magic doing certain things. But they'd never be able to concoct in their fantasies these things we do. Like things as simple as playing music videos in the palm of our hands.

Ten, twenty years from now and we will have things done yet far better. That's just 20 years from now. What about a 100? I cannot begin to imagine. Believe me whatever it is it'll be *incredible*.

No doubt we will have mastered our environments. We could even be immortal someday. By who knows what means.. cell renewal or something. But possibly not through just one thing but with very many immortalizing effects procured through science.

To live forever in human form is the Christian Satanic Revelation unto us. It is what *we're* waiting for. Though I myself can't help but feel like Moses who is not being lead into the promise land. That may be a benefit of science that you and me may not be given. But sooner or later it will be given we continue to progress.

They will be a People that science fiction stories could never imagine. Not our current ones. Not those for sometime to come. I imagine things further down. Would we be flying in metallic ships? Do we still float in wooden ones? Or will simple devices around the waist and wrist give you air and food? Not just replicators but replicated worlds.

I guess the universe will be their home and their room will hold the universe. That machines that can be made to do anything are just lying around in different places. That they have the tools in their homes to do remarkable things. It is that way with us and the past. To show a person of a century before these things we have would confound and baffle them. Things have a way of slipping in, like internet. One day we are just reading text based things and enjoying images (the novelty!) And the next we are posting videos hours long. Using video editors and fiber optic internet.

At the type writer one day. Doing this the next.

I've watched about the history of electricity in a long but entertaining documentary. It started out as magic tricks related to static charges. They made this rotating device to generate more of it. They found a way to store it. They adopted a magnet to it. They learned how it related to magnetism. So they could effect a magnet far away depending on the length of the wire. That lead to telegrams. So they stretched a wire across the ocean. One from America the other Europe and connected it in the middle. The first wire didn't work right. They tried a second time and it did. Then they discovered how to make a lightbulb. This lead to a personal need for electricity, and wire was strung up every where.

People were making theories all the time about electricity. Some were proven right, like radio waves. Others were proven wrong like giving life to a dead thing by shocking its dead brain (which influenced the movie *Frankenstein*.) They made neon lights and some other novelties. And more major ones like TV.

It just goes to show you that when we put our minds to it we can do anything.

6: The Taste Magic Ritual

Taste magic uses two things: visualization and simply things that taste good. You can add music to that if you like. Every food item you use (whatever you choose) represents either a person or an idea. Such as the idea of getting rich. Or to change the thought in a person's head. Or to just bless oneself or another. To each food item one such thing. Things like multi flavored candy is idea. Corn chips are a good one to use too. And you may include drinks in all of this too. But you should have a lot of different foods before you and predetermined meaning for each, for the magic to work most effectively.

You have these things on a table and spread them out. You choose what order you want to go with. And add foods you haven't determined an idea for yet because you may want to add sudden new elements to it. Things can be dipped, that represents a new person. A person can be crowned (like yourself or a loved one) your enemies can be cursed. Or you can simply imagine your own success.

But whatever you taste, taste fully. Concentrate on the taste. At the same time visualize what you want to happen. You can use music to help you. Just don't let it interfere with everything else.

Along the way you can expect to reorganize things. The more you use it the more food that can be added to your practice. And that's taste magic.

7: My Prophecy

People are being forced into a cult of thought. And that cult of thought will be rebelled against. That cult of thought will be counterproductive eventually, as acting out against it will be liberating. It will be a source of rebellion as with as much thought is forcibly compelled the more people act out against it. But perhaps not before it finds it's way into law.

Anarchy will come to a boiling point. People in small numbers creating heinous acts will hone it and increase in numbers. And God will punish us in this way because the victims of the past will not be forgotten by Him. Not left to suffer and die in vain.

Little things will trigger a new world war. I envision a person juggling more and more balls. They will fall sooner or later and no anti war charm will prevent it. Society itself will collapse as it is in the same way, a juggling of many balls.

Hedonism, selfishness will create greater immorality among people. Wickedness will increase.

Freedom of religion will be repressed. Certain rights will be lost among people. Even rights that were once considered undeniable. People will abuse their rights. They will produce despicable things, blatantly so. They will make false complaints. They will insist that their rights are being violated when they are not. They will abuse the system. Collecting free money where they can. And will be in therapy for no real reason. They will drive up debt never paid.

The Earth will chew us up and spit us out. It will become too threatened by us to allow for our peaceful co existence.

There is no Mega dictatorship that will form. Here in America such a thing would not be tolerated. To take away the rights of others to an extent such as that, having in place a man that takes control over every part of our lives will not be tolerated. But maybe I am wrong. I hope not.

I rather think that the world will become fully democratic. Very nearly so. And that is the sign of the return of Christ Jesus. Especially so in regards to Israel who is waiting for their King.

But in the meanwhile the people are ever more hedonistic and selfish. Leading to corruption. Perhaps America is Satan's Kingdom and will become as such. *However* America as a nation is highly philanthropic in some regards—nay, *many*. We are like ethical scientists. We care for the weak and disabled. We equip and empower them. We give the front seats in a bus to the elderly. We allow greater access to those in wheel chairs. And overall there is a duality going on in this nation. Even our worst prisoners we treat ethically. In times past people would be tortured, but not among us. We help other nations who are struggling. We believe in equality. We believe in human rights and helping out the weak. And if anyone violates these things we view it as abhorrent.

I have just one sign for you for “The End of Days,” and that is of *total chaos*. And you will know when that time is coming. But you’ll be certain at some point. When all has literally gone to hell. When total anarchy erupts you will know you are beholding the last days. And be bright regarding it, knowing you are saved.

8: *Christians* are evil, not me!

I remember one day I rented out a book from the school library. My principle sent me to his office over it. *Navajo Witchcraft* was the name of it. And the principle took his paddle and waved it on front of me threatening to swat me if I didn’t pray to God with him. Which was humiliating. And indicative of many a Christian. Christian’s force their beliefs down your throat. If they had political power to enforce their beliefs they would. In the past they have tortured any non Christian. Ready and able to see witches to slaughter. It is like their God died on a cross and if you don’t care then you will be tortured on one too. Jesus was said to preach about love. He was passionate, not a tantrum-thrower.

Whatever he taught must have been wrong as Christianity is dangerous and Christians are a murderous people. Yet they think their way is what the world needs. Like they are the ones to decide. And what others would have are evil atheistic lies.

They will throw themselves in the line of fire while blurting all kinds of nonsense. Things “sacred.” They are a judgmental and obtrusive kind of people. They demonize human nature. Their philosophy never did the Earth any good. They’ve hurt so many along the way. They interfere with science and Technology. They hate the world by practice. They’ll say *Newton* was a Christian. Well he was forced to be one. If he didn’t stop saying that the Earth revolved around the sun then he’d be executed by them.

Christian Satanism does *not* exist to make Christianity evil. It exists to make it *good*. It is Christ's sword applied to Christianity. A religion that never worked. That was in fact evil, had to make reparations. It takes Christ off of the cross. It brings to light it's TRUE potential. And it destroys what never should have been there.

The Christian people will hate you. Will throw rocks at you. Will slander you. Will deny and doubt you. Will refuse to coexist with you. Will repress you. Will seek to destroy you. But stand up against them by being a superior example. Be as those making a positive difference not a negative one. And pray before them. Praise God before them and sincerely so.

9: *Satanic Art*

Satanic art was not possible in the previous Christian era. It wasn't possible in other ways either, for other reasons like a king simply not allowing it. It wasn't until the freedom of democracy came that it was allowed. And we dipped ourselves into the pool trying to find a comfortable level until we became aware just how many rights we had. It occurred slowly. Things got more and more "controversial" concerning arts. Movies, books, games, whatever. And these days it can be safely said that you can make just about the most violent, freaky, grotesque, sexual things you can think up. Like in the form of a horror movie. Or the most radically blasphemous heavy metal song.

We've come a long way in talking about and presenting the Devil in media. Once we were able to though the novelty of it kind of just went away. Heavy metal was subdued by rap music. Devil worshippers were replaced with gangsters. If there is any Satanic decade it was the 80s. You might find a silly story these days about Satan. You might find some kind of movie with demons in them. Usually they don't have anything to do with Satan and the stories about him, though. Not much is said of them other than "they are a evil ghost" or something. No indication of them being from hell.

More and more depictions of Satan are comical of found at all. But the 80s, the 80s had a good amount of Satanic metal, movies, and books.

I guess it doesn't *have* to include the Devil for it to be Satanic. Mortal Kombat is Satanic.

And in just the last 40 years we have come to make a *lot* of it. Movies, books, art, music, even religion. Lots of Satanic religions, all forms of Satanic bibles. And where censorship was we are no longer. Rather going to the internet to prevent being given a mandatory censored product. And the internet is preserving all that we have created the last few decades. If it wasn't for democracy we wouldn't have any of it. I think it's safe to say it will never be lost.

10: Transforming Negative Thinking into Positive Thinking

Even the worst things can have their shine and luster. If you notice that one thought leads to an unpleasant one often then you may need to replace them with “better reactions.” Feeling wrong over minor things happen as long as you keep the minor things as major things. It is like a big ugly thing that gets in front of you. What’s worse is that you brought it there. You invited it. Like this ugly thing that comes up to you, forcing you to look at it, and it’s ugly.

Abandon all guilt. Don’t think poorly of yourself. Instead be bright and brilliant. If you did have a problem then at least you can face it more rationally, presenting your case knowing you didn’t really do anything wrong. If you feel guilty then you are guilty, look at it that way.

It’s easy to do. Although you may have to force yourself out of worry and guilt the first few times. But you’ll break through, trust me. Just block out worry if it comes to you often. Bar it from entering. If you feel ashamed then you will be a shy person less able to interact with others. It may even make you anti social! So be strong and confident. Socially strength and confidence matter the most.

In these things become brighter. Where does brightness come from? It comes from pride over shame, strength over weakness, reservation over constant talk, and confidence over cowardliness.

11: The People of the Best Fate

Fortune favors the bold! It doesn’t come from people who say “that’ll never work.” Most people have great ideas but a minority use them. And with just a failure or two many have given up.

An ordinary life will lead to ordinary things. But to those who embrace and face a challenge, preparing for it, will conquer the earth and their destiny.

And sometimes it just requires work. Sometimes much thought. And actions speak much louder than words. Going through college can make the difference between living in a four story home or in the projects.

And sometimes it requires the right choices: not breaking the law and being imprisoned, not taking drugs, for example.

And sometimes it requires the right family. The right parents, raising you properly.

It means seizing opportunity by taking chances. It means productivity over TV.

And it means desire to begin with. That spirit of desire that leads you into gold and diamonds. To not say "all are equal" but to say "I will be better." In other words those who compete are more seasoned competitors.

But those that don't compete are like those who will offer their head to the sword. They will be looked down upon from a great hill. They will never have tasted riches. They will live out their lives quietly with minimal things and their lives will not be celebrated by the population when they are gone. And the things they did in life will be as easily forgotten as that of a couch potato.

12: A Thing to Say About Tastes:

I've heard it said before that people don't really need to buy something. They "don't really need that." But that is where the problem comes from. For the sake of saving money they only live off the things they must. They don't really *need* a better laundry detergent. Those that buy the better ones are more grateful for their clothing. "These clothes are perfectly fine. I don't need new clothes." They don't have a desire. They don't *let* themselves have desire. But those that think longer about things they can have, after getting them, truly treasure it all.

What I am suggesting: take a lot of consideration into the things you may have. Build up a desire for them. Don't listen to people who tell you that you don't really need them and should save your money. Because if you do then you'll be just as poor as them. You can have great wealth but if you don't really like anything then what's the point? It's true that some of the poorest love their things more than the richest of people.

In fact the people who don't care about what they have just freely throw away their money. They buy this or that and stuff it in the closet. The next day instead of enjoying it they just go out and buy something else, usually something similar.

And think of what you want. Build a list. Think back to your childhood. Get nostalgic things. The things you like don't even have to cost a lot. It can be a dollar product from a dollar store. It can be as simple as a nice cup. Could be new dinnerware, or an old food you hadn't had in a very long time. By doing so you will become more alive, better spirited, better nourished by the world and eager to get new things!

So when people look at me and ask me, "did you really *need* that?" Or say I should have saved my money, all I have to say is "yes, and I really like it. Go get yourself some water from the faucet. It's all you need."

13: Society as a Cult

It's hard for the rational person to argue that society has formed the worst cult of thought in its history. Never before has one been so restricted in what they may think and say. I believe the bubble will burst though. That's what bubbles do after they get too large. And free thought will reign through whether the indoctrinated majority like it or not, who will graduate into the minority. A whole career can be lost over certain ideologies. We are bombarded with public messages. We are restricted from really defending ourselves. As a result people are freely bullied and the results are monstrous.. tragic.

The government provides free speech. But society does not. We need to be given free speech through them. If a person says something nasty they shouldn't be fired for it. I mean threatening is one thing but opinions are another. Where else can there be free thought? Well among the brave, those that truly tolerate each other are not harmed by mentalities. And there should be a place for me and a place for you.

Don't be expected to engage in other cultures or the cult of thought behind them that is so strongly generated and pervasive to your optimal growth. Be instead with the Christian Satanic learning to grow and grow with as you have so chosen. And any one that interferes with that should be expelled from your life. We should not be expected to hold overhead their ugly trophies but rather truly and unobtrusively wear our medallions before our chest.

14: Satanic Childishness

A: Like the Devil's Daughter or Son

B: In Devil Worship

C: Schizo Caused/ A Broken Person

D: Toys

E: Acting/ Fake Ascents

F: Candy

G: Bubble Gum Pop

H: Video Games

I: Nostalgia

J: And What Paul Said Against it All.

Introduction to being childish: Are you being naturally childish or just faking it? Do you ever make up magical sounds? My favorite is “do-pee-do-wah.” Let me tell you the story of the green and blue farts. One day the green fart came up to me asking: “can I smell your green fart?” I told the green fart, “My farts aren’t green, and please don’t smell my farts.” Then the blue fart came up to me asking, “can I smell your blue fart?” I told the blue fart, “My farts aren’t blue, and please don’t smell my farts.” Then they left bumping into each other saying “I smell green blue farts!” And the other “I smell blue green farts!” The Devil gave me a chant, or it was *a* devil, perhaps, that went:

Do the shake do the shake do the wake do the hippy shake

Daylight come mon me wanna go home

Isa day isa day isa dayayayul.

When I was schizophrenic I was childish. When I wasn’t medicated. It’s a lesser thing found in a book about the illness, but can be found. And for me it was highly pronounced. I wasn’t trying to be childish. I was just being the way I enjoyed being. And I could identify it as childish sometimes. If I ever thought about it, which usually I didn’t. I was just being *me*. So on the streets homeless I would walk and talk childishly. Sometimes people called me an evil person or a devil when they saw me. If music was playing from a building I may have danced to it in a childish way. I identified myself as Gods son until I realized I was much more like the Devil's. As we all may be.

I imagine as much as opposites between God deliberately exist that the Devils sons and daughters are childish, not purely mature like the sons of God. For them it is their father. For the others the Devil is a *dad*.

Being deliberately childish can psychologically work well in losing inhibitions. Loosing up entirely. Liberating yourself.

Toys can be a fun thing. Through taste magic (truly playing with your food) candy can work magic.

Then there is something I call *personality snatching*. I can’t say where I cone up the names for these things but I’ll explain what it is. It’s when you act a part and use accents. You can use a pre existing accent but it is better if you make one up. Call it you cat voice, or snake, or mouse, or your attractive voice, whatever it is give it a name. As for the part: be a detective, and evil kid, whatever you like. You’ll get a feel for these things to some extent. But it really takes a broken personality to do these purely naturally. I am indicating to you that this was the way I was when my very spirit was broken.

Or more simply you can just have your childhood things surrounding you. Be they video games or movies, anything from your past. Fortunately the internet makes them easily gotten. Some at a high price but mostly not.

Paul said a lot against immaturity and being a mature adult. The “but when I became a man I put childish things away” verses of the Most Holy (and often boring) scriptures. What a way to force your thoughts onto some one else!

15: The Anti- Cult Rules of The Christian Satanic Church

I have come up with rules that reduce or eliminate the possibility of a Christian Satanic Cult forming before you. They are as follows:

- 1: Christian Satanism belongs to no one person.
- 2: You may not mandate unreasonably high tithes.
- 3: You may not restrict a member’s time with family and friends.
- 4: Sexual harassment will not be tolerated.
- 5: Members may not be pushed into work they do not wish to do.
- 6: Point and counterpoint is to be expected member by member.
- 7: Members may not be detained during service. They may leave when they wish to.
- 8: No one is to be ostracized or isolated, nor forced into staying.

16: The Gray Side.. The Dark Gray Side.. The Lighter Gray Side

I have been watching a show lately called *Babylon 5*. And what did I find to my surprise? It had gray elements to it. There was a “grey council.” They had nine members in the council. And a leader. It was split between “worker,” “warrior,” and “religious “ Three for each until that had to be adjusted. Anyways, there were said to be three ruling groups in the universe. One of the darkness. One of the grey, one of the light. The darkness was “the start of the story.” The grey was “the middle of the story.” And the light was “the end of the story.” Meaning three. In fact they explained the number three just as well as I understood it myself, being the number of life. The third being that life.

Gray things aren’t easy to find anywhere so I was glad to find it there. And there are ideas to work with wherever it is found.

Some may take the color gray as the color of stability. Of regularity. As in between absence and excess.

While one side has rules the gray side is given more liberties. Is more advantageous. And more broad intellectually through practice because the gray person is always looking at both sides and comparing them. And for some it offers the chance to fit in with all people. To be on your best side with them. It is religious ambidexterity.

It is non-hypocritical, as those that practice it are simply not pigeon holed. They never offered devotion into just one thing. They said all along that they are both. If they say "don't do something," but do it themselves, maybe they just had a change of heart. Maybe they just decided to be a different person later. Maybe the one they told "don't do it" should have expected it of them.

We are the in between people, natural emissaries. No one *goes* through Christianity except through us. Nor does anyone *go* through Satanism except through us. We are the middle of all things. We are destined to resolve disputes. We should be fair with other religious practices as we ourselves are open minded.

17: The Perfect Setting

I would like to have a greatly comfortable chair. Ice cold cherry cider beside me. A thick Reuben sandwich beside me too. Temperature perfectly controlled. A brand new set of clothes: solid color cargo pants, retro gaming apparel, durable out door sandals, a crystal necklace, a valuable ring to put on. Curtains that are thick. A bed like a coffin but easy to breath within and much more space than one. An mp3 player containing all of my favorite music. Loud speakers. Nobody around to hear it but me. An ice maker too. A microwave as with how I make ice tea. Sun tea maybe while I sleep on the roof with a thick comforter and pillow gazing above at the stars. To be nude in fact only having a comforter blanket as clothing.

And to have lots of video games old and new. Stacks and stacks of old games and consoles, as well as little manuals, strategy guides, and peripherals. An awesomely large TV (I kind of like plasma TVs.) A Jacuzzi to slip into. A small pool. A good shower with the best soap out there.

Being put on a throne. And never at risk of harming anyone because I'd literally never have to leave my home!

Del Rey 1980s books in a large bookshelf. All the movies I like and many means to write.

And my family with me. Each and every one. The place being like unto them a Kingdom. For these things I pray.

And I pray for the success of my writings. I pray for a really good home.. nay, a *palace* of a kind I've mentioned before. A people to shepherd as *The Grey Shepherd*, may it so be.. Soon.

If I only had the money. I'm no sort of person who says he doesn't need it. I would have a home. I could get like big packages of glow in the dark stars to place on every ceiling. I could have room to display my books and things. My Del Rey 80s books. I could have a box full of strategy guides, another of game manuals. Instead of just a cheap sigil of Lucifer necklace a gold or silver one that doesn't break if I tug on it. I could have an ice maker, easier to make tea. A real nice recliner. Can sleep on a couch again. Could have shining in my room the sun through a stain glass window. Wouldn't have to have sold my new game system because of unexpected expenses. Could play those new games I wanted to.

Would always have such nice clothes to wear. New clothes, often. Maybe a gold or silver sigil of Lucifer ring.

But I ain't got no damn money.

I am a person wanting something interesting to happen. I want to honestly say *What a difference a day can make*. I would like an eruption of chaos. As things have become so stale and systematic. A daily routine. I do wake up and thank the new day. I have set forth things to do on that day. But am waiting on the better things in life. And maybe if I actively changed my life in certain ways then things would be better for me. I know there is a time for my purpose however. But the time until then is nonetheless one of uncertainty. There can't be any mistake that I have good things to say. But they are said to a people who won't listen. This people don't know how to listen or realize what they will miss without me.

I very well pray that my words direct Earth with without credit to my name and religion. I observe clearly sometimes that this is so. As a psychic connection to the world my thoughts precede what things become. I am told.

I would want nothing more than to be left alone awhile.

To wake up alone. To not hear troublesome spirits. But not to be unknown. I've set forth all of this unto people. My words are practiced by angels. Its source hidden, for now. But someday they will look back and confess that it was me who changed everything into what it became.

18: *The Destiny of Humankind*

The sparks get a little too close to the fireworks sometimes. If we are halfway towards anarchy then we are fully there. As human people cannot be under mundane conditions for too long. That's why they build roller coasters. That's why they get their portions of violent movies. And that is why by one mistake one is "fully justified" to go to war. People are ready and willing to bring about something different, something less boring. And I've often prayed for something interesting to happen. That my life not just be a dull tread onwards onto a gray filled sky. And that rather comes a storm. And believe me my storm shelters me.

I don't want calamity. I want fame. I want wealth. I want some new and awesome technology to be presented. I want less than a mediocre life. I want those things but not calamity. I want the apocalypse. I want angels/aliens to descend from the sky.. *I want to be free of my prison here.* If the whole world is ending then what can go wrong? I am not a person that believes the earth will end without God having ended it. He will end it when He wants to, and glory be in His name. His wrath striking down the Earth and its things will free me from my prison. And I don't want to die alone.

Maybe He will bring a black hole over and send us inside? I mean that may sound absurd but for a theistic person the universe is everything gray, the realm of God is a many colored thing. And we are color blind. But the Hand of God isn't controlled by rules. It has nothing that ties them together.

We go forth our daily lives only seeing shades of gray. But by being gray we see many colors brightly.. when they finally appear. And God has a way of disappearing for centuries or more only to come out of nowhere. Like the times building up to Christ. Until then practically all forgot about Him. But I haven't forgotten about God. And I will delight in all of Him, even his *four horsemen* whom He heralds.

The book of Enoch teaches us that some will be left on Earth separated from the fullness of God. But that in elated worship (profound worship) windows in heaven will open up to us. And I've set forth a people that will seek God out. That will greatly love Him. That may find their way back to Him. That will find Him. And for them He shall someday find.

A thousand years to rise above the angels. To transcend in human form. To evolve, progress, for a thousand years, and to become beings so powerful that only God is greater than. *That* is to finish off the work to which Humanity was assigned. It is our plan. Our destiny. We were placed in wretchedness (Earth) for that purpose. Far harder is it than any boot camp or any institution imaginable. To take all of the suffering that has ever been and destroy it unto a godliness is a godliness of unfathomable power. To learn from its resources. To be true knowers of the physical and meta physical, will lead

us there. While angels are beings that inherited, we are beings that have merited. True survivors of the dark realm. Captives set free of the prison. And moving forth as the most powerful of all beings.

We carry both the cross of Christ and our own. We carry the cross of those that have succumbed to the toxic swamp of Earth. We were assigned to evolve. We carry less and less weight. When it is that the weight is gone then we will fly. We will fly higher than any angel. And what we have conquered will be our own. And that will be a gift that cannot be taken from us.

19: The Occult

I've always liked the Tarot. I was 13 when my aunt taught me them along with astrology and palm reading. There was a gas station I went to at that age which had tarot cards as little scrolls. Fortune telling machines are hard to find these days. I think I could do a good job at making one though. A really good one. A better one. Maybe a Satanic one with an invocation, much to controversy and notice. I like pictorial dice from certain games only I use them for occult purposes. Another thing my aunt taught me was numerology. I like the number 8. It goes back to itself. Or maybe that it pushes backward. Was taught things like 4 is the number of stability, 5 was of adventure. Came to learn that 2 was life and 3 was new life. And how to organize my thoughts from numerology. I've practiced astral projection successfully. Indeed like opening my eyes elsewhere. I've summoned spirits. I had made a glass Ouija board with black paint that worked very well. The tarot is always clear and specific for me as though they read my mind. And I've had a possessed room due to acts of blasphemy. I've tried to summon a dragon from an ocean only to have ships wrecked. Magic finds it's own way. It works as it is possible, and sometimes results in unexpected fashion.

I'd personally like to make a tarot deck but the work on that would be too difficult for me. I'm often practicing what I call "trash writing," and have a whole example of it in my book *Trash Writings of Lucifer White*. That is basically Satanic art designed to work magic. And taste magic which is a distortion of communion.

Magic takes devotion and many tries sometimes.. often. And sometimes just time before it has any effect. Consider yourself as one providing power to it. And as a thing that needs a lot of power depending on what you are trying to do.

Prayer is another form of magic, perhaps the easiest. But to certainly take a step up from it there is meditation, visualizing, candles, and incense.

Those with strong bonds to *The Higherness* will naturally work magic all of their days. And in the afterlife will be among the most powerful of souls.

Christian Satanism makes its practitioner a gray wizard (male or female.) And gray magic is very powerful. By practicing Christian Satanism light appears in the darkness. Darkness is given to the light. The right combinations are there, are active. And within the first year a Christian Satanist will see a clear difference in their life. And the more you are with other Christian Satanists the more power you share.

20: A New List of my Favorite Things

It has been a long time since I created a list of my favorite things. During that time I've come to like new things and have changed some things. My old list was quite long. Why do I show this? Mostly because I believe I should be given from these lists things over money from anyone that profits well from my products of writing and art. And if anyone would give me things freely then they'd know exactly what I like. Anyone who does give me things from my list would be greatly appreciated! Here is my second list of favorite things:

A sigil of Lucifer: as a necklace, ring, or sticker

Green Monster energy drinks

Metroidvania games

Skip-Bo card game

Babylon 5, Star Trek Picard, Rick and Morty.

Breath of the Wild, Octopath Traveler, Witcher 3, Bloodstained Ritual of the Night.

Cloned consoles

Sleep blindfolds

Hooded sweaters

Camel Crush cigarettes

49rs football

Lucida Bright font

Washable pillows

Chili dogs and potato salad. Pizza rolls.

Printers and scanners

Multi colored "switch color" pens

Battery operated touch lights

Glow sticks: *a big dresser full of them!*

Black horse figures, knight figures
Nintendo game watches
Small notebooks
Toy pianos
He-Man light up sword
Game Boy Light
DOS RPG games
Color changing cars (changes color with warm water)
Micro machines
Large plastic thermos for cold drinks
Rubber bats
Vending machine toys
Old gaming magazines
Mini lcd stick on clocks
Specialized wall clocks
Mini colored pens
Tray plates
Fuji water
Old forgotten (but very cool) board games
Clay and paint for what I make
Pouches
Glow in the dark tape
Cool
Rechargeable battery lamp
Anything retro gaming – that most of all!

My old list of favorite things:

Comic books
Pens

Gingko and Saint John's

Retro gaming apparel

Blue socks

Yellow socks

Keychain necklaces – retro gaming ones.

Hats (ones like caps)

Retro gaming ties (for a blue and black dress suit)

Tokens

Valuable rings

Valuable jewelry

Mood rings

Working electronic *parts*

Things to mod- gaming consoles to electronically modify

Board game pieces

Retro gaming wallet

Tape- just tape

Journal like notebooks

Small notebooks

Educational books

DEL REY books originally published in the 1980s

Music composition paper

Little plastic green army men

Glow in the dark stuff

Miniatures

Idols

Green marbles

Trapper keepers

Stencils

Walking liberty coins

Stickers

Halloween pumpkin buckets

Pouches

Fanny pack

Halloween pencils

Durable outdoor sandals

Solid color cargo pants

Overcoat- a blanketing one, not a jacket

A recliner or very comfortable seat

Blue quartz

Rose quartz

12 sided dice

24 sided dice

Cherry cider

GOOD food

GOOD entertainment

Magic the gathering cards

Pokemon cards

Video game manuals, especially old ones

Old and new gaming things- systems, games, etc.

Plasma TVs

Weeping willow trees

Candy

D&D stuff

All things Final Fantasy

Seeds (just seeds of all kinds)

Devil-looking action figures (action figures that look demonic.)

Ice tea – no added flavor, no sugar, but plain black iced tea.

Cigarettes

Mickey Mouse watches

100% wool socks

Troll dolls

Folders (just folders and paper binders)

Copy machines, and scanners and printers

Old foreign coins

A laminator

Rubber ink stamps

And a Spirograph set.

21: If we work together I am sure we can make the world a better place

Christian Satanism is the way unto a new earth. Its established union brings together like no other thing could. Its practices include things that can greatly improve the psychology of all. We care about the world, greatly so. I have been instructed on how to make the world a better place. The long running mystery of bringing out memories has been solved. That is, through using a pocket dictionary to recall things word by word. I am a highly socially diverse person myself. Have seen all kinds. From the criminal to law and order individuals. From the homeless to the poor. From the Buddhist to the mad man. And have *become* these many times. Often playing the role character by character until of me the whole movie was made. I have a significant amount of important social things to teach people.

We believe in things like productivity. We explore our tastes intricately. We are invested with particularly powerful magic. We may not know it but we change the face of the Earth. We have been given *The Way* to do so.

Each person should try and write at least a few books on new inventions.

Each person should try and write a few books of possibilities emerging through science and Technology.

And we are responsible at least a little to change the world magically through Taste Magic. As well as *both* personally and together through "Trash Magic."

Let us make the world more beautiful. Let us be assigned to making it dazzle more. Let us throw away the dullness that is waste.

And most importantly let us all bring people together. Even those that refuse to join together, let us unite.

We shall try to establish world changing things like the credit coin system.

We will use the tools given us to help people grow and become the greatest they can be as determined by “personal natural talents.”

And to expand minds through *The Principle List*. Also known as *The Principality List* of which I’ve written about many times.

Some of us should be authors. Others, artists. And others musicians. Or whatever it is we can become the best at, so let us do. And there is nothing good to learn that I haven’t taught and opened unto you the way. So please seek always the advice of which I have been given to provide from person to person.

And finally: we have potential. We are mages in a world of black and white magic where all of the gray power resides solely in us! What we have to say stands out. Brings up questions. Is a thing noticed. And “all publicity is good publicity.”

May it be known that the world belongs to the Christian Satanist and let no living person deny us that. As the world cannot even continue were it not for us. And as much as we change the world, that is how much this is truly so.

22: Your Relationship with God

The most important prayer a Christian Satanist can make- it is a revelation unto them, is to pray to know God for what He *truly* is. The real God is not known through the Bible. It is a book you could read from front to back without knowing Him. If you want to come to know the real creator then you must ask to have Him be made known.

For one, God is taken too seriously in the Holy Bible. God *does* know how to have fun. He *does* delight in playing games. He may impose rules to that game. But they are rules generally agreed upon.

The man who makes an AI device very much conscious may ask its maker “what is my purpose?” The maker could only say, “I wanted you to exist, so I gave you life.” A better question could he asked which is: *what should my purpose be?*

There are things in the Christian gospel that weren’t even found in the earliest copies. Yet they are assumed to have been there all along. The story of Jesus was fabricated. Greatly embellished. Sometimes contradictory. And often questionable. It promises you the power to heal. No one can though. It says plainly: if you ask for anything having faith you will get it. Have you ever tried that? Like tricking yourself into having faith and crap only remaining empty handed?

Where is God anyway? Is He ever observed by most people? What kind of horrible things must happen before His intervention? The answer to a lot of it is: with Him we as

a human race will never grow up. And we are expected to grow up. To advance unto godliness as we are destined to.

Believe me God is not impressed by self sacrifice. Self sacrifice doesn't have the charm many monks believe it to. It is just another attempt to draw in God.

God made in us a different type of people. He makes different religions to house different kinds of worshippers. While the Baptist may denounce the catholic and both of them the Mormon, they each serve the purpose of gratifying this desire of God. And while being in one sect may have far greater rules and beliefs than another, they serve His purpose, each their own way.

As for the Christian Satanist I say pray liberally. Be a spoiled child. Be childish if you like. Show your duality brilliantly. Give God the more interesting conversation without being boring. Have faith in eternal life and your destiny. Be an important figure. Put on a good show. Be quite the entertainer.

23: Questions You Should be Able to Answer Yes to:

If a person can answer yes to these questions then he or she is doing well in life. If you can make the answers all yes, then a great power it is unto you.

Do you ever think awhile in prideful terms?

Do you often think about your possessions?

Do you ever reflect on the good things in life?

Do you agree with most of the people in your life? Are there very little or none you hate in life?

Do you have a daily purpose that satisfies you?

Do you greatly enjoy food?

Are you sometimes working toward a better future?

Would you rather be awake than asleep?

When you awake are you thankful for another day?

Do you have little or no worry from day to day?

Are you difficult to agitate or frustrate?

Are you optimistic?

Are there things you look forward to?

Do you have very little worry about anything in general?

Is your chosen forms of entertainment very immersive for you?

Things have to be fixed the *right* way though or they are not fixed at all. They are nothing more than temporary glue. A foundation prone to collapsing. But a true fix is dependable. That may mean fixing not just one thing but many. To have things to fall back on you must know where misery presents itself and create routes around it, build up walls to block it, collapse things that were never that sturdy to begin with, and rebuild.

A person may have to go over and over their past to fix bad memories. To try and see things differently. To come to full terms with them, not just "half acceptance." It may have been an undeserved punishment. Like someone struck you in the face just for looking at them. That leads a person to always looking down as they cross the street. But you don't deserve to be feeble! You don't deserve to have your mouth sewn shut just because someone reacted poorly to what you said one night.

It is a high dive. In many ways we look down afraid. But to deliberately speak your mind or look at people again, for better or worse, will empower and liberate you.

Every person should have peaceful times in their day. Those in which others cannot interfere. Usually a time alone. While isolation is greatly frowned upon by psychologists, the importance of being alone is underestimated. Not even considered sometimes. It's better to be isolated then in constant social circumstances.

A person who worries too much may either arrive at a nervous break down or just one day tell themselves "if something bad happens then something bad happens." Some very high level of accumulated worry is resolved when the bad thing *does* finally happen.

Most days are plain days. Few days are especially good, naturally. Nothing *but* good is just another day. You work then you enjoy the weekday or else every day is Saturday. But anyone that especially enjoys their food have at least that. A person who works has greater rest. Not always though. I never tell myself I can't sleep. I especially don't say "I can't sleep my eight hours!" Rather I say "I'm not sleeping." It is usually because sometimes it takes longer for me to fall into rest. I can't help it if my body doesn't want to rest sometimes. But I always fall asleep eventually.

As I often say, I can tell myself I don't need something and as a result not want anything. Or I can build upon my desire and both have and want many things. Sometimes it isn't about wanting something. It is about not needing it. It's there if you

want it in other words. That's the strange reason why people collect things they never use.

Thinking in prideful terms usually means you are sitting down thinking proudly of your accomplishments. Of school maybe, a project, of work, or for some lucky few just their past. Who cares that the clothes don't make the man when the clothes make the man look better and he knows it. Or her, either way.

So in these things be a master over yourself masterfully making yourself into a god as closely as can be:

Explore your thoughts very deeply

Work always to make your future better

Find the magical road to reduce all stress

Reinforce your pride

Enjoy things as though they've come down from heaven

Be sure that you are an eternal spirit and that this is just a very minor moment in your existence. Which it is. You've got all the rest of time ahead of you. Follow my instructions still.

Fortify your spirit by fortifying your life. The mantra should be as follows: "The life is of the spirit. The spirit is of life. Both are eternal." Find a purpose and cling to it. Be agreeable with the greater powers. Plead to the greater powers when you feel you've been robbed. Strive for perfection and become a greatly shining star, even in this moment of life.

Create hands that create the perfect. Have good taste knowing good from bad. With your hands craft your life. Tear down the mediocre, the insignificant. Build it back up as best you can. Live by high standards. Be able to separate the menial from the robust. The lesser from the greater. The valuable from the cheap. Along the way establish the best of friends. But do not be in a destructive relationship *ever*. Practice instead dominance and those that would be dominated will come straight to your door, only to complain about their lack of inferiority. Mold them like clay and thereby create an army.

For if you don't the words of your excellence will not come from anyone's lips. When they think of you they will think poorly of you. When they look at you it will be down upon you. They will brush you aside on the streets as they'd rather be at home in a highly expensive place. You will get only their scraps while they are popping open a valuable bottle of wine.

But if you can find greatness again and again then you will be situated with the highest of beings and eventually fill the ranks of the greatest of gods. You will be spoken and written of. And if you become an idol in any way, then to that degree you have become as a god!

The most sacred person I can think of is those that are truly happy and enjoy their lives most fully. With or without riches. With or without a lot of friends. In fact the least reasons they *have* to be happy yet the happier they are, the greater they are. And are beings deserving of protection. They are the face of the earth most deserving to be seen and emulated.

24: Sponsoring Sin as a Religious Right

Oh sure you can go about preaching. You can teach people that their behaviors are wrong—highly natural ones among them. You can teach the evil of materialism and so remove all of a person's desire of things. Not to mention the competition to get it. Things that lead one into college and business ventures being rendered as meaningless. Even a responsible gambler is stopped at the door.

I say that among Christian Satanists do the opposite. Naturally you are highly restricted from just loudly preaching why sin is *not* sin due to things like vulgarity laws. And a non profit that gives the homeless a nice pack of cigarettes to smoke could land you in jail for the instance one is accidentally given to a minor. And a gambling place ran by a religious group could as well land you in hot water.

So as much as that is so our religious practices cannot reach their full potential. Whatever comes from Christianity is all good and well. But as for more "iniquitous" things, they are hammered shut and under lock. *They* repress us. I mean we are all responsible adults right? And even when we aren't responsible it's maybe because we shouldn't have to be. Or just don't want to be by choice.

But we see iniquity as being good when it is. While other religions could thrust you out of their partnership for trivial sins we see that as a cult. To have ridiculous and meaningless rules strictly hammered into others is a cult. We should have the right to harbor sins among the people that desire them.

Your bad looks good. Those that cower show their guilt. It gleams from them. It exposes them. Those truly psychotic may or may not be justified, but can at least be understood as someone not in control of their faculties. In fact they should be more justified, justified of all save really harming themselves or others—*that is, the innocent and undeserving*. "Good" people enforce morals, principles, and mannerisms. They *aren't* good. No more than any rule maker, any dictator would be or should be considered.

There is a line that can be crossed. But those that are just after a good time, who are maybe liberal, that are perhaps quick and strong to defend themselves, do not warrant punishment. They should in fact be upheld. Those that seek to punish them through law enforcement should instead be the ones who are locked up.

The strong stand tall. The world is either taken or lost by modesty. Some might have a fire in the backyard enjoying the night with music. It is a *bad* neighbor that calls the fire department on them with lying reasoning, unwarranted fears. While accusers accuse they make the law to begin with. It is the weak who would go straight to law enforcement, and they'd spit on your face verbally before they do it and then illustrate what will happen to them if they don't do as told.

25: *True Enlightenment*

The Buddhists seek spiritual enlightenment. The Christian looks for salvation. The Christian Satanist is after becoming a *Luciferian*.

It is the natural result of Christian Satanism practiced right that the state of Luciferian will be imparted upon you. That is something I will cover in depth soon, hopefully.

It isn't some magical realm of thought where all troubles disappears. Then maybe again it is. I don't know the extent. I'm sure the taught is greater than the teacher sometimes. There will be things that do vanish as previous problems. Some that will not, but with the potential and ability to fix them too. Some techniques should be particularly potent. Like memory regained. Others that are especially powerful such as visualization magic and occult "trash" writing. And relationships with devils can be especially unique and desirable. The fact that you are working a new magic, who knows what will come if it. And I can say that I've always underestimated things.

We do have world changing cause. We stand for things like a more beautiful Earth and for a precise evolutionary cause handed down to me to hand down to you. We are being designed by higher powers. Some will be princes/ princesses over the new Earth. Others as servants. We should teach our servants to become masters. And so they will be with genuine effort.

The Luciferian.. you will know when you can rightfully claim that title. It will develop into you by natural and devoted practice of Christian Satanism, as I've said. Those that do will be like humans transformed into angels. They will be incredibly bright. They will love life. They will commune with spirits, living accordingly. Spotted and isolated. Even put on a protective throne, and made to rule over Earth.

There will be two beings then. The humanoid and the angelic. It will not all be on you. Science and technology is rapidly advancing. And that alone will make us god like.

Seek the way of the ruler to become a ruler. Evolve the present body to be enabled to present itself as such in all honesty, and do not go about it as a fraud. For frauds will be exposed and trampled down. Rather seek the right Christian Satanist teachers. Go through the middle layer (The Yasatic) unto the upper stratosphere, being within that dimension in which Christian Satanists dwell.

It is the philosophy of becoming an angel. It is the great storehouse of power handed down by God for a select few. It is your calling unto such. And I welcome you dear follower to listen to and uncover the mystery known as *Luciferianism*.

26: A Place of Our Own

We can all live together. We could find one city and name it "Gray Town." We can put responsibility to make it a paradise into the right hands. We can go to a *good* church as Christian Satanic Churches are far from boring. We can establish programs. My books may be freely distributed. Others that know the religion well can write, and Churches can help any product be made through a well talented individual. Or even if we just gather together and recruit online that is alright as well. Social components of the internet are becoming more and more reality based.

But most importantly it is the Christian Satanist that changes the world who has made things more Christian Satanic, and a better place to live as a result. That both the method and result matter the most cannot be understated.

I don't propose rulers or rules over you. They can help you grow, however, if your teacher is not an evil person or inadequate at their duties. Don't wear badges among each other. You know what a person's badges should be? They should be on personal accomplishments. For example if you learned to write good music then a badge of a music note on your chest. If you voluntarily enter into the teachings of one who teaches well (something like a monk, but far better among our kind) then they will evolve you, guide you right, possibly form you into a Luciferian. But peacefully remove yourself from any teacher who doesn't serve you well.

Let church be a fun place but a productive one as well. *Work* for Christian Satanism in a way that works for everyone, and human kind as well. And if you ever find yourself abused, then remove yourself from them. And be cautious of the *aculter*, to coin a term.

Let the money flow freely among us as like ants knowing just where it all should go. That in order to build upon our foundation as far as money goes: *the sky's the limit*. We should be invested in all of this together.

Be as scholars together if you wish, uncovering the secrets. Looking into the past. Documenting *The Gray* and obtaining advice that though was very good and powerful, was lost in time. Listen to the music of old searching for the hidden messages spoken on the lips of angels: that was forgotten, buried in time. For there was a person of great understanding that must be heard. There was a person who *would have* changed the entire world whose knowledge if it was complete would have done so. And these things can change your life entirely.

27: *The Hidden Anger*

It is the act of a god who becomes that has confessed all of their sins as competently as that may be so. It releases sin from your body. While to God that has been one's easiest bet, it is far more effective to confess all of your sins to a person. And far greater than that to all of the world. But it is up to *you* whether or not to do so. Because it can not be enforced and yet sincere. It is not the confession of crimes. We are not putting each other on trial.

Furthermore we are in an anti-hate climate. We are as great hidere of secrets. And we know we are guilty but we have nothing to do about it but remain silent. When someone among us is caught we are appalled at them. And somethings are far worse than others.. so okay. But in a wicked climate such as this there are people hiding awful secrets and we should not think they are alone.

Forgive them for they know not what they do. We don't know what each other are doing! What they've done, where they've been.

And we are made anti violent. We are taught that we should go moment from moment being appalled at negative "aggressive" feelings. And in effect have been bolted to a cross. It is like you *have* to turn the other cheek. The whole purpose then is defeated. Those forced to do good, aren't. People lesser and lower than you can run all over you. Being in the system of things that I am, I know. You may need a person to tell them just how angry you are, to reveal that anger inside and speak your mind to can be enormously spiritually lifting. Consider it dropping *The Satanic Cross*. That is a cross of good tidings being imposed on you. By nature humans are meant to be strong and seek strength. A child or adult that can simply not become angry is dead inside. Is a push over. Is a punching bag. And being made to not resist or oppose anything is a

mechanism imposed on you by malicious and sadistic people. Those people created such a system out of both inferiority and insecurity.

Along the same lines loss of inhibition is also effective in drastically improving your spiritual wellness. There should be doctors or psychologists for such people. As instituted into our Church design, it is a good addition. That being to have someone to be alone with losing all inhibition you have. To say what you want, act how you want, such as a completely childish and obnoxious person! And it doesn't matter if the other person does anything more than see you as such in order for it to work.

28: Freeing Yourself From a Lower Level Intelligence

Do you ever wonder what the mentality of another would be like if you were to think as they do, such as with the simple minded? It is sometimes so *low* that such a thing would seem quite scary to me. To suddenly be hit with a drastically cut perspective. Maybe even going about all day with just a few things on your mind and nothing more. Or to jump into the mind of another jamming a jam on a music player completely wrapped up in it, to that could be said the same thing. *Or worse to have little to no thought at all as some people do.*

The way I've expanded my intelligence is easy enough. It has me incorporating a broad amount of perspectives. Am generally individualistic. I can produce my *own* thoughts and opinions because of that. I am always weighing good and bad. Am always considering both sides just as a Christian Satanist does. What's more I spend a lot of time thinking. That is as such that I am drawn into complex things that I wish to understand better.

Watch out for the lofty minded person! Those "gurus" that seem to have divine thoughts. Because while their perspectives may seem interesting, the knowledge of it is useless. They are those that have neat things to say without much use in the real world and can in fact separate you from reality with what they say. The only way that I think similarly to these people is while I am listening to music which I treat as freely idealistic (I make the music about what I want it to be about.) I am an abstract conceptionalist in many ways. That is someone that can just piece things together into the picture s/he wants it to be.

If one is to bring back the runes then they must venture into hell and come out of it. They must be very clever. They must be broken but naturally inherit of the characteristics that they can bring themselves back together. They must emerge a new life once out. And in such the true rulers of hell are found. My runes were many. A particular favorite piece of hell of mine is *The Principle List*.

29: Experimenting With Magic

Some magic acts are naturally done without knowing that they are a practice of magic. Such as drawing graven images of someone you are attracted to, especially when based on a fictional character. People can hum melodies and whistle them which are a part of magical sounds. And can make up sounds and words altogether as though they are speaking of something in an alien language.

And as far as sounds go this can be done literally. If you see that they effect something then you have discovered a magically effective sound or word, words if you are good at it, many words if you are an adept magician.

You throw your lot in with a pre existing deity, perchance an all new deity, either who are close to you, if so they will respond appropriately.

It may take time and repetition to get a result. Some doors of the nether are only open sometimes and more often they are closed. Through visualization you can open more of them. And meditation can too. But visualization is a double edged sword.

A ritual can open doors as well into your life, empowering it through magic. Herb based magician have an effect on one magician but not another. Scents are particularly powerful in the deeper realms of the mind. And it's long be said that spirits can occupy the body.. spirits of old perhaps, of whom you represent their past.

Magic is far more individualistic than people know. And so experimentation is essential that the magician become the one magician s/he was intended to be. It can be easy really, just takes time and practice, sensitivity and observation. But the experimentation itself is easy enough, can mean prayers to many different gods until you find *your* god. After that the correct form of worship. And symbols to create: ones like sigils.

But the reward is very valuable indeed. You will be an adept magician with powers if you do so, as well as could be.

And everything done previously can be done better, remember that.

Whether it is a cube that opens up the doors of hell, or a book of shadows that was buried underground in a special place or time, anything can work if done the right way.

30: My Idea for an Awesome Home

Home is where the heart is, *especially* if you put a lot of heart into it. While currently I am moving from home to home (unfortunately something that has always been for me) I nonetheless can picture what a perfect place would be like.

I would like general darkness. I really like glow in the dark things. The more the merrier. The better the merrier than that when it comes to them. Glow in the dark sticks which are very cheap, a stockpile of the them to use as a lantern in my mysterious place. At great but worthy cost the entire home will glow in the dark. I'd like to be the first to own a glow in the dark house!

There are obvious things I won't go over. Such as a home theater. Highly comfortable seats. Only the best art. But instead of art I would have nostalgic posters. Things of my youth like Final Fantasy and TMNT.

It's got to have stain glass windows. Those positioned just right. Very large ones looking down on a very high ceiling. As a Christian Satanist I would have large statues of dark and light things (good and evil) and superior ones that are gray, though fewer in number. Large idols would be a must for my home.

A water fountain. Or many, those like streams going through the house. And a water fall if possible. As well as a bath that is more like a small pool.

Video game stuff.. ROMS, emulators.. But machines and old games and old controllers as well. A practical museum of them. And a magazine rack stuffed with strategy guides. Tons of video game manuals as well, placed into the right places or among the games that came with them.

A library of 1980's DEL REY books and other favorite things of mine as mentioned before.

I've got to have an ice maker.

A large weeping willow tree in the middle of the living room.

Antique dressers and cabinets.

Lots of items of nostalgia. Even cups. Even plates. Shoe boxes full of pogs, of He-Man, of TMNT stickers. And a large number of stickers. The whole house is carefully covered in them.

An enclosed bed. One like a coffin only larger and you can breath in it.

Marble tile. Crystal door knobs. Crystal on chain pull down light switches. A bed stuffed with feathers.. a "feather bed" where the stems are carefully taken off.

A place to lay down on the roof. A nice comfortable spot for me to lay down and watch the stars.

Lots of coolers, restaurant style, that are full of great drinks as I certainly drink more than I eat.

To have a project place. A few of them in fact. One to work on electronics and modding. Another to work creatively on various things. One for scanning art, that like an office where I can otherwise print things out and am able to print out stickers. A 3D printer to make various things. Who knows? Game pads or any number of other things.

Would love to have a backyard with a mister. An old bus that no longer runs. Doesn't even have tires anymore. But could be an interesting thing to spend my time in playing music and having it like some sort of tent.

How about you? What would your dream place be like? With any chance of getting wealthy maybe you can make your dreams come true!

31: Who Could Possibly Be Right?

The nature of any religion is a game of gods. Falsehood spills out in an overflowing cup treating water like wine. You drink it. It tastes like water, but you spend a lifetime treating it as wine. No, I don't believe in the Gospel. Not at this time in my life. I have a multitude of reasons not to. And I feel I have been freed from the delusions and falsehood therein.

The Bible is the best book ever written. It can take one thing and make it mean anything, and combine those things, tying two things together, with another two, then the whole of them can mean something else entirely "as well."

It is evident with the amount of denominations that it has produced.

Christian Satanism has things that are more obviously true and just doesn't venture into the realm of theory that is difficult to substantiate. I don't believe in the gospel at this point in my life. I believe as such I have broken free from the power the Holy Bible had over me (as the worst pollution, the greatest deception, *The Father of Lies and the creator of harmful delusions. A source of deprivation. A tool of repression. A sacrificial offering*, and so on. I've overcome it. The lies said to be true, I've overcome them. And they showed their true form: which was a perfect image of absurdity.

Pray to know the creator as the creator truly is, and you will be set free. Save yourself from a collective of deceptive thoughts and fruitless endeavors. Observe the madness of

Christians to know that something is wrong. Do not mistake love for hate as they are mixed heavily in those religions. They go hand in hand.

Rather be a preacher that sets people free. A free-er, a liberator. A *Liberathiest*. One who says “no,” you are *not* a loving or caring father. More of a dead beat! Who says of Him a Master of Slaves is a step closer to their freedom.

It should be an active effort of our people to break others free from the Christian cult and liberate them. To feed reasoning into them. And that may not be easy. But for the sake of quality of life among our kind, I’m sure it will often be required of us. When people walk into our doors with hell fire ways they must be stopped. Prevented from speaking further. Isolated, and reformed. Formed back into their best selves. Lovers of the world and of life. Embodying rationality over absurdity. Where common sense says *Glory is glory*.

Don’t bother looking for the second coming. You’ve been had. It’ll never be. Those looking for it consider the most trivial things to be a sign of His Coming. An earthquake occurred and a depression is sinking in, a virus appears and “Halleluiah!,” what times are these! But it isn’t anything we dealt with that wasn’t much worse centuries or decades before.. when, too, nothing happened. God just didn’t show up. And He is probably too haughty to care. To care about a desperate people that have thrown themselves and spilt their blood over Him.

It cannot be said that the Holy Scripture is a thing of good.

Rather find out who and what God truly is.

32: Gray Things – Good and Bad Dualisms.

Whenever something good comes from something bad it is *gray*, can be called Christian Satanic. For example the lottery scholarship. Gambling is bad but taxes on the lottery provides education to people who can’t afford it. It is more about reducing the bad sometimes. Decaf coffee is *only* good you could say. A Christian Satanist is more likely to support *reduced* caffeine. Not eliminated entirely. But turn against them that would deprive you, for whom only the issue and the obliteration of certain things matter.

By nature these things are often a compromise just like Christian Satanism is, often, a compromise. Such as vape pens over toxic tobacco. And sometimes it comes from moderation, such as alcohol consumption. If a person is able to do a bad thing and not be him/herself bad because of it, then to them *from* them bad things aren’t really bad like they’d be from another person

Cussing indirectly can be termed Christian Satanic. Words like “a-hole” instead of saying it outright. Softer words too like damn and bastard are Christian Satanic. Anything middle ground is Christian Satanic. Such as the right for only responsible people to vote, perhaps those holding jobs. And to an extent rights are restricted of felons. Again, it’s a compromise, a middle ground thing, an in between thing sometimes, or can be when something bad was made into something good.

A PG-13 movie. A 14 graded show. Drinking, but not getting drunk. Taking, but only because you were taken from. A mid level phone over the cheapest and most expensive. Moderate exercise over harming your body with excessive exercise. Eating once or twice a day only, but eating whatever you want. Fake leather but earning the right to lie and say it is real leather.

And as far as nature goes: temperature that isn’t too hot, isn’t too cold (San Francisco is a good example.) I would leave out things like “the middle of a country,” because technically with the earth being a globe, every area is in the middle. And *yes* you are the center of the universe and so am I.

Other things that are Christian Satanic are lies that protect you and your loved ones. Honesty too if it helps the person, though may not want to be heard. “Tough love” is Christian Satanic. Gray magic is Christian Satanic. That is magic that benefits you. Some say it is another word for *effect* magic (like weather changes.) Half the calories. In fact I really do like baked chips over grease fried chips. Fortunately for me they really taste better. Dark chocolate is another such example. And to have your unhealthy food but make up for it with a nutritional supplement—hey! I think I’m on to something, like Herbal Magic for a Christian Satanist.

Not the black sheep but the gray sheep. The color gray. And art that is made up of good and evil, devils, angels, contrasting symbols, *the yin yang* most perfectly. Music sometimes light hearted then suddenly darker. Those things make up Christian Satanic art.

Consignment to the gray is a Heavenly Avenue. It is to be up until midnight enjoying both the night and day. To fill your fountain drink only halfway with ice giving you more to drink. To see one picture through both eyes. To balance out, to moderate, to tie things together, to be bonded together. Can produce some peculiar things too such as drinking something half coffee and half tea.

And if you ever wonder where this road will lead you will not know until it has been walked down for a long time. Once you know the road you will know it to lead to eternal life here on Earth or other places of the middle realm. The Holy Bible is a book of many uses. It is a mistake to say that it is a book of only one true way. It is a book of many ways. And The Holy Bible is not the same book for us as it is for others. When

you hear someone insisting their way is the right way in its use, do not believe them. While some will use it for evil they may be punished for that. But we are not at all an evil people. Take time to understand the Bible and have it shepherd you into the gray realm.

There are many ways to think about the same thing, for us especially! There is a depressing way to think about the same thing. Even a distressing way to think about any given thing. Then there is the better way of thinking. That comprises thoughts that shine a light on things positively. But there too is a way to escape pain: a cold day under warm blankets. There is a time angry when you can develop from it by choosing not to over react. To take any poor situation and grow from it is among the best of things you can learn.

But let's shine a positive light on any given thing. Let us burn brightly in so doing. Even the worst circumstances might be there to make you a leader. And if your revenge is to succeed in life and enjoy it your worst enemies will surely be overthrown.

The Christian Satanist is as such that s/he cleans meanwhile instead of never or too much at once. And Christian Satanism is perfect in every way. We have two parents. If one doesn't listen then maybe the other will. We have two guides and are twice as likely to go to the right places. We have more choices. We are as such religiously that we will not be over consumed with one more than the other. And through counterpointing are broader intellectually.

The cup is half full with two pitchers beside it. And the cup itself is quite golden.

We don't fear death so greatly as an atheist. But enjoy the world enough to not desire death. We know when to fight and when to flee. We are above average in stature but not too tall (too proud.) And *The larger they are the further they fall*. In money it is not to have too much or too little. And yet having a little go a long way. Or to get paid well but only work part time. And our cross is golden.

It's a bulls eye. Right on target. So if anyone ever asks you "what's so great about Christian Satanism?" You can answer them.

33: Characteristics You Should Foster

It is like a plant that grows healthy or becomes diseased when you are practicing what is considered sin or vice. To buy a scratcher once a day, not one expensive, not several a day, that over the years increases the odds of hitting a major prize. Alcohol can calm you down, reduce nervousness, as long as you don't get flat drunk. Sugar is important. But not too much. It seems to me that sins and vice are *good* things in small doses.

But other than matter there is attributes. Such as greed. Greed leads you to get more. Competition, wanting to win. Rather than the lost opportunity that comes with equality. That's why I don't like socialism: there's no competition. "All for the state." What's "The State?"

Pride has been stripped from otherwise great people. That "others up", making them "strongly weak" For *His* sake. What a shame! A being that has you reduce yourself so that he can exemplify his greatness through you!

Cheapness is *not* a vice. It is making others take care of themselves. It is keeping importance and value of the things you own. Why should they count on you for things they lack? That's an irresponsible person both ways who gives to others who should get for their self and those whom would gladly take it.

If we always turned the other cheek then violence would run rampant. Who could desire that?

Despite all of our efforts to squeeze more life out of your existence very little trickles out. And a person who quits smoking can die just as suddenly as anyone else. People turning to vaping machines developing lung problems worse than that produced by decades of smoking.

They call war wrong in all instances. It is such a selfish thing to say. Because a war can be a good matter: as a fight to overthrow a cruel dictatorship. And unfortunately fighting for your rights is a never ending battle. *Right to offend* is there. Far less is *right to defend*, like of a verbal offense. As a result the people in this nation have become blatant and obnoxious. But my father taught me to defend myself and my family at any cost.

Playing video games all day at least keeps you out of trouble. Just like the first line in *Zelda*, "It is dangerous to go alone! Take this." Isolation is an overly stigmatized thing. Yet it causes the person alone to speak to and confront him/herself. And believe me, I never felt miserably alone while playing a game.

So if anyone ever intrudes on your life telling you certain things are bad or wrong, challenge it by asking yourself if it really is. Some things have long traditionally been considered vices, things they have been wrong about for many centuries.

Just remember that fighting for the good is always the right fight. It gives the right direction and focus and it imparts heavenly powers. Those that fight for freedom and human decency, things like equality and overall: philanthropy, are always fighting on the right side. They will be granted power for so doing. As long as they do, they will never fail. Along with that and personal liberty, they are the golden stances against evil and cannot fail. Call to the people to call for freedom and liberty, and may God be with you.

34: Sayings of Mine

In hell there are those that will do well and those that will fail. So be well prepared.

In an infinite universe there are those like pebbles and those that shine like stars in the sky.

To suspect success means nothing. To be proven successful, everything.

The true Christian Satanist leads to the Luciferian, one whose Earth bound flesh is so strong it is stronger than the soul, and becomes it.

The spirit that truly finds Earthly pleasure and remembers their past through and through will be able to return to Earth after death. Of the two remembering everything of your past is more important.

Better to starve than to eat anything not good.

S/he whose friends serve them needs no friends.

God only reveals Himself to a remarkable few.

Be bonded together to raise destructive energy against the evil.

Take into account the wickedness of Man in your daily meditations.

Be alert to hear God's voice as only the greatest understanding will open your ears to it.

Wickedness causes a storm that will eventually engulf Man. And it will rain for a thousand years. It will rain until the evil has been washed out. It will rain until He is pure again. Those that were pure will be saved. Those that defended the innocent will be a blade raining down. And the Devil will drink from that cup again and again.

35: Five Point Stardom:

1: Brightliness/ Bright Side thinking.

The more you use it the brighter you will become.

2: Brilliancy.

The more you exercise your mind the more brilliant you will become.

3: Pride.

With pride your soul will shine bright.

4: Optimal-Pathic reasoning.

The better route your intellect takes the better places it will lead you.

5: Success, to which it all boils down to.

Success is success and it is the most important thing.

36: Online Churches

Oh believe me I remember well the days that I couldn't do anything more with my writings more than what a mechanical typewriter would let me do. And in my youth I wanted nothing more than to create a video game. Apart from knowing how to code and finding obscure tools nothing could be done about it, which nothing could. My orchestral music was limited to my music keyboard, trying to be like Beethoven. Then notation software came out and I could hear what I composed. And that's become so real sounding that movies even use it.

If you wanted to learn anything you were limited to text books. And books were limited to book stores on the other side of town, which were limited.

Now you can:

Compose music

Publish books

Create art

Gather people together from all over the world – not just your local area!

In short you couldn't show your art, your books, or use so very freely available software to help you.. help you create websites, for example.

But the thing I want to emphasize isn't so apparent. It is the work at home aspect. And with internet, many a preacher may congregate and preach. It is like we dumped a load of our jobs online. If we are worth our salt then we can be paid by working online. The internet reduces our level of total isolation. Gathering people online for religious purposes is no difficult feat. Creating pamphlets, membership cards, promotional items, and advertising freely or per charge is both very easy and practical.

The Holy Bible has been implemented into some incredibly useful software. Enough to end the necessary giant "concordance" books. Having dictionaries and lessons readily at hand.

Christian Satanism should be no different. So let's gather people online. Let's create online Churches. Put your mind to work on creating useful things: useful software, hardware, more books, condensed books. Be a person that advertises, that writes, creates art, makes music for us. Whatever you can do, do it well and have it done.

37: Luciferian Sayings

A lot of magic can be realized not by having a "spirit animal" but by being a spirit's pet.

The top of a triangle is hard to climb. Harder to stay on top of.

Great pride is the magically strongest of emotions.

Ask God and speak to God in clever ways.

Have a purpose that even angels will defend.

Don't give a bird food. Give it branches.

An idol made by accident is common among artists that adore certain images of fictional people.

Be ready in seeing what is magically done. Be ready in hearing what was said. Do not forget the questions you've asked or you will skip right past the answers when they are given.

The best magic tools were made seriously and carefully.

If not by one way then another, so it is.

Beware of cursing the innocent.

Prayer is magic if it is said the right way.

Work for the Devil and he will work for you.

Whatever you write and draw is seen by spirits.

Commune with yourself.

Find the road that nobody travels on. Look for the things that nobody else can see and so haven't yet been taken.

Lead yourself into blessing all the days of your life.

Of least when it comes to perfection is trying hard. More important is technique, method.

Be a little better than everyone else from thing to thing. If you are not able to surpass others in a field, look for a field in which you can.

Play the game you can win. Refuse to play against an enemy you fear you may lose against.

To enjoy a little is to enjoy a lot.

Always live to fight another day.

A book can be your weapon.

The best part of your success is to rub it in your enemies faces. Speak often of a success hovering over you, seeking to capture you. And when the day comes that you leave your low lot you will no longer be dust on the ground but a star in the sky, one burning brightly burning your enemies eyes.

If you gain everything but lose everything, at least you have something to fight for in regaining those things you so loved. To build a new home from the brick up, one even better than before.

No one can speak against success. One does not point at a person's mansion and says, "that guy hasn't a thing to be proud of."

S/he who settles on "good enough" will not climb any more than half the mountain.

No matter how rich a person was even a decade ago, the man of today has more than they ever could have.

Happiness is easy to find with money. It can be found in a nice restaurant, beside a home theater, or a visit to Rome.

The only good martyr is the one that fights for liberty. Many religious martyrs have caused religion to be imposed on others, often for the sake of a myth.

The more that hate you perhaps the better, as long as it is for the reason of your superiority.

Being too kind is to be vulnerable and a target. Being too mean is a never ending battle.

For liberty that allows harm or offense is just a minor causality of a war against fascism.

Those that gather excellent things will have excellent friends.

If you can sit down for a long period and happily reflect on the goodness of life then you *are* on a throne.

It is a great revelation to discover your enemy only hates you because of jealousy. Because of the inferiority you bring to their self image.

The light of greed takes you down a golden shimmering path.

Not an eye for an eye but two eyes for one.

You are not responsible for another who incompetently doesn't fulfill their own needs.

You are not responsible to attend a pity party.

You shouldn't be inclined to talk.. you should rather dare not to.

A hundred things can be said with just a few words. A hundred same things can be said.

If there is anything in life that can pull you under it is the miserable.

The true champions rest behind the curtain while their teams unwittingly play for them.

One bad decision can ruin a life. One chance taken can improve it a hundred fold.

Right to defense should include protection of honor, not just serious physical protection.

Liberty should understand that it will produce victims sometimes.

Without a place for oneself one will enter hatefully into a place imposed on them.

Fortunately the majority will take the easier route. The harder you work at something the more you are a part of the Major Minority. And a job may be harder, for those that don't spend a lot of time in college they are the best possibility.

Let it be in your self defense to lie. Embellish your success. If only to keep negative opinions of you invalidated. To deflect any stripping down of you with "irrefutable" proof.

Let it be your silent and secret agenda to be successful. In the meantime move forth discretely knowing the day will come when great things will arrive. Let it be your job ignoring others during its course.

There are those that learned how to swim. So they showed it off. One thing they learned they used to impress others for years. In the meantime they learned nothing new. But the smarter man left the lake, he evolved.

It is sometimes dangerous and self defeating to expect another to play by your rules instead of theirs. Like a spoiled kid whose father has had too much. Applicable too in jails and certain groups you may reside in.

Christianity is nothing more than the best story ever told. It resonates with people in tactile ways.

We can't be subjected to punishment here on earth if we do not even know why we are here. I've found myself subjugated to an angry God who hates Earth. He is too easily offended so why try at all?

The best philosophy to carry is simply one that fills your life with happiness, preferable understanding, and the preservation of the two. And consider often what would make your life better. But keep in mind some days are better than others.

Human beings are resilient! Bad memories are not carried for too long. And the ends justify the means. And "All's well that ends well." If you've come forth from a pit then be proud and content with the fact you can climb out again.

Nature has always set forth candidacy. The smartest don't fight. Aren't mad or aggressive but emotionally stable. Are better circuited for progress outside of the war fields.

Dumb logic is said with stuff like "the clothes don't make the man." Some people will actually argue that they have a piece of perspective hidden away. They come up with this stuff to presumably have golden nuggets of intelligence in their pockets.

The way to enlightenment is found after one crosses the bridge from Christian Satanism to that form of enlightenment known as *Luciferianism*.

Count your blessings daily. Count them often. Those good things in life. Magnify them and appreciate them. Take them all into account. And multiply them.

Intentionally underestimate your work. Intentionally underestimate its result. You will be more likely to succeed that way and come across things wilder than your imagination. Continue forth rationally, soberly, knowing you haven't succeeded until "the cows come home."

Pin point bad thoughts and invade them with great strength. Piece them and dispose of them. Wash them away. You may be engrossed in guilt of the past: choose not to. Don't let it interrupt your happiness. Sometimes bad things happen. They couldn't work out otherwise. So with guilt: go your separate ways.

If they were so concerned about the hoarder then they should have built for him a garage.

Do not abandon your past. Those days that you promised yourself you will always work on certain things. Return to your old ways even if they seem like less important things now. If you regain an interest in it then you have taken back your very self.

The greatest things lost are lost to things like complacency, lack of will/ drive, lack of commitment. Like in a race where you were ahead of everyone else but decide to go home and sit it out.

All publicity is good publicity. If they hate what you are doing then they will declare it far and wide. They will even congregate for you effectively advertising you not knowing that they are counter productive with their intentions to defame you.

If it is perceived as a threat it may be violently opposed. It must mean you've touched upon something of a power.

Identify and acknowledge those things you can depend on. Be it family, a brand, a method, a technique, a way, a known result. For as much as you do then life itself will work the best for you.

Never settle for second best. You may eventually have to rest on second best. But 9 tenths the way there is close enough to perfection.

Art without flavor is rather bland. The taste should be sharp and bold. It must ring with style. Most importantly it must resonate with people. It must stand out. It must practically impose itself. Must be strong. Must dominate. Must *capture*.

No one hates more of a thing being taken from them than their forbidden fruits.

The last person to argue is the first person dead. Be at least a little quieter than the others. Show only just as much support as needed. Be a lesser supporter but at least survive and do only as much as needed, as required.

The means to success may not be obvious. In fact may be overlooked by all but you.

Any capable magician must enter into that state of mystery with the means to understand things in an abstract fashion. *Must abstract the abstract*.

Spend time on your thoughts to speak in a richly meaningful way.. on par with higher powers. *The details behind what you say.. will it be shallow and generic, or will it produce much deeper meanings?*

But the details can make one mad. Especially when coupled with grandiosity. One drowns in them or, if incredibly apt will not. But such is The Unholy Spirit and its way into universal knowledge.

Pride has a way of burning oneself. Luring you into *false* pride and consuming you. If you gain prestige then be wary: it may happen to you. And if it does you will go from magnificence to being crude and from being crude to being a fool. *So remain sober within pride*.

The greatest for sure are those with power that does *not* corrupt them. Or fame that doesn't. Or wealth that isn't squandered. Or a Christian priest that refuses riches over giving to the poor despite the fact they could have been greatly wealthy.

Have in store things that you find to improve your daily life. Do not neglect to have them before you. For every person they are different. They include things like *total* necessities: food, drinks, clothing. And the better clothing and food the better. Entertainment is another important thing. Good headphones may be among them, perhaps gaming things for some. They may not be so apparent. *It is important to remember that we underestimate the goodness of things until we actually have them.* Such as good laundry detergent and the best body wash you can find instead of washing with something generic.

And if one is to find style then they will find it an excellent and highly personalized thing to do. If you like you can even concoct your own accent or a set of them. It is a process of exploration overall. It ranges from the more simplistic to the more intricate. Music just right for you—clothing just right for you. Much thought should be bequeathed to it. Have it all down well the style that you choose to assimilate. Think well into it! The clothing just right for you, your philosophical perspectives, your tastes, how you write books, music, or whatever personal habit you are committed to. And as such may your style be the best perfect fit could possibly be!

Preferences.. sometimes it is better to not ask why. To rather just let be. Collect what you want to collect. Collections don't have to be read or played, held or anything more than just to looked at. Who knows why things work like they do. One snacks on sea weed and another likes fish eggs. The richest person eats snails. One argues that his phone is cheaper and another just likes flashing her more expensive device. The person next to you complains of the hot weather while you are quite enjoying it.

Style is the expression of the soul and should be taken seriously and come about intently. Whether it is a favorite font or a color of your shoe laces. Whenever you see something don't think it must be. Consider what it should be. Anything you look at ask how that can be more *you*, even if it is the clock on the wall or the paint behind it.

Difference and newness is its own good reason. You may have found the best brand but tire of its use. What was once novel no longer is. You wilt away among things always the same, that *familiarity brings dis desire of things* is true and from there you should move onto things that are new and different. And find out what is really true. You may found you were wrong to think one thing was superior. Finding rather a pen both lasts longer and is cheaper than your typical brand. I have long looked for the perfect pocket radio going from brand to brand. Never could. If it wasn't the reception it was the

sound quality, if not it had a volume dial that wore out too quickly. But the best brand I could find overall was from a company no one really knows about, and cheaply priced.

Success paints a picture that another person in understanding can imitate. There are those that ignore it altogether. There are those that begin to look upon it. And the richness behind it makes them quite motivated. So they take up to create the same, and whatever was done before was done even better, leading them into even greater success.

It's not so sad a fact as it seems that those who would love you would "die" for you. That they'd cling to you. That they'd follow after you. As it is that that is the way they both need and want it. So to keep them at a distance and a being a bit rejecting is to keep them where they *want* to be. You are giving them what they want. They love the bleeding heart you gave them. But don't be *totally* rejecting as part of a rule. If things were plain then they'd have no interest in you. To call them all time and stuff will have you at the other end of things. So keep your lovers at a distance. You aren't doing them any wrong. In fact you are giving them what they want and need: an impressive partner! 'If I can have this person I can have anyone!'

Among the things I've survived have been drinking bleach, Raid, and oven cleaner.. Ajax and consumption of rubbing alcohol. A good amount at that. Twice slit wrists and stitches. A mental health worker who struck me in the face, breaking my nose, cracking my skull between the eye brows. I spilt a pint of blood but just got right back up on my feet. The guy that did it looked scared of me. I told him to stop calling me Adam. Lots of violent encounters with people while I was homeless too. So I've become not so afraid of death. I've survived the worst of things. Currently we are experiencing a nasty virus.

Reminds me of one of my favorite stories. A guy went into a plague infested area during the dark ages just because he was worried about his friend. As a result he got the plague himself. He was a doctor of aroma therapy. The guy survived, probably because of his loving faith. His absence of worry.

And like Jesus said, "those that would lose their life will win their life."

So it is in my nature to not scare away from death but to walk right through it.

And the more you gain the more you have lose, right? And more to get back. A foundation that cant be removed in fact, as much as you loved you love enough to get back and have a thing on which you can depend: like how to build a home again I guess you could say. I'm all for destruction and chaos. But don't get me wrong. Don't get God wrong. It is *His* wrath. When I see the four horsemen of the apocalypse I will praise and

honor God, fully. I'm sure if I ever had real contact with God I would be on His side in full.

To live by faith. To not be afraid of dying is an important part of it. The food looks old. The cigarette, the diet, the sickness, the pulse, whatever: my thoughts of these things aren't putting worry on my crown. If I felt I was having a heart attack I wouldn't resist it. I would try to exacerbate it.

Non relationships are prevalent in my nature among people. I don't feel a need to date. I certainly don't want things to lead to kids or marriage. Fortunately they haven't ever have. In my past it was nothing but jealousy and arguments along with sex that got quite boring. Friends too, I don't need them. I don't need compliments. I never know how to respond to them. They make me feel like I am supposed to acknowledge and appreciate them, which I don't. I just don't care about the positive opinions they have of me. I don't need to talk or have conversations. I can be alone for very long periods before I need to speak to anyone at all. I have enough to say in my books. I think it is pathetic when people speak badly about "isolation," whatever that word means. *How bad it is to be alone.*

I get a sense that they can't be alone for a minute. They are not content to have thoughts remain with themselves. So much that even at work my co workers will stop what they are doing in order to have a small conversation.

Socializing though isn't for me. But not because I am shy or introverted. But because I just do not need others and do not house loneliness. I don't need to collect input from them.

I would rather steer and drive my own thoughts than to take on the persona and personalization of another. To operate apart from them. Popular opinions come very willingly. It is very easy that the *popular* comes about by the *popularization*. They'd stick their opinions in me like pleasant sticky glue. They look at another, peel it off, stick it onto another, and they adore it. I call it *the stickiness of people* and it stinks to me, awfully.

I feel my need to repent sometimes. Not to evade any punishment from God, though. But because I'm a decent person aware of the sensitivities of people. I don't want to make any person miserable. I don't want to ruin any friendships. However I don't give things to anyone. Will tell them *no* each and every time. And if I'm imposing it is because they are getting on my nerves and I'd stop that before they make me angry.

Sweet revenge for me would be when the public lashes out enough against restrictions to freedom. Or those times when freedoms slip by despite any effort to restructure it:

like causing on the internet with freedom of speech finally granted. Or like the prohibition that was stopped and alcohol legalized due to its utter failure..

Vaping cigs made or proven harmless. That would be great! The causes of others? They'd go out the door. They'd lose their useless jobs. Or a cure for lung cancer? Things like that are among the most I want to find. While driverless cars= no more drunk driving. And guns 3D printed out of plastic? I say this because I am pro constitution *for better or for worse*. And I support personal freedom just a little bit more than the average person.

Personal freedom and liberty comes at a cost but even if it is costly it should be paid!

There is a person that gained everything and lost everything. There was the time for them then the time for the next person who would do the same. A decade passes and his fortunes have left him. Maybe a century, and his or her whole life has given them everything. Like a great temple sent tumbling to the ground. But it does *not* mean all is lost. Things will be rebuilt, maybe even greater than what was before. And that is the essence of human progression.

Are things ever lost? Are things ever permanent? No! Things are always changing. Ever evolving. The greatest nation falls and a new one takes its place. All the while the many faces of truth reveals itself, and we learn more and more from our past.

How great are your aesthetics? Those with elevated *-greater-* aesthetics find daily pleasure in the things they own. How immersive are things for you? For the movies or the games? How lovely is it for you to hold something? And how precious are things for you? It is so for some as to serve as the only therapy they need. And at the opposite end of the spectrum are the hoarders who cannot find a thing among the many things that they own. Some stare up at the night time stars. Others just curse the cold and suffer through insomnia. Some pour the best of drinks and taste them in full. While some live so dimly that they don't really even exist.

Count magic as a powerful aid in your life. Believe me when I say an intently performed ceremony will lead you along the road to success. Have magic teach you, assist you, and develop you. I promise you will not be disappointed. What magic should be used is what magic is most.. magical.

In learning what you are an audience to the more your powers of observation are increased. We get different things out of the news. People look at others in different

ways. We are all looking and searching for different things. And by knowing what those are, life will never fail to entertain you.

Where it is that human competition has crawled to a stop and the strong must sacrifice themselves to lesser people it may suggest that egalitarianism has gone too far. Too many problems to fix where there is no margin of error will stranglehold the capable, robbing them, forcing them into penalties to pay for the ways of the inferior person. It sets in that the inferior should have their squeaky wheels fixed. And freedom and joy of life is only possible under their feet, with their demands. But those that are willing to fight for good things are invalidated. You *can't* they say to them. And human society as a whole becomes like a nursery. The tales that are told are as soft hearted as can be. Rather cheesy really.. and condemnations falling onto anyone who would fight for better things just because they want one thing more than another. They naturally want to be strong. And all of their abilities are stopped like a carefully built brick wall set up to border them from progression.

And to define strength: Strength is being emotionally strong, stable, calm and peaceful. And so secure, resilient. It is duty, a job, responsibility. To not steal or rob but to be self sufficient. It is perfection applied, seriousness. It is not cowardliness but taking responsibility for your actions, telling the truth, abiding by rules, and not blaming others. And if you must it may mean protecting you friends, family, and nation.

If you are to emerge.. from disaster, then you must carry faith with you. You must be strong. You must fight.. for life, the purity of life. And other things will help you too, such as cunning. Such as inner strength. And sometimes by a miracle. To be as one God appointed to survive, which is usually all along. Do not run from death. Do not so much run towards it either. And may God save you in the horrible times.

Anger? It won't take you anyway in life, but through magic and hidden intentions it will take you just about anywhere you would want to go.

I am married to the world through Satan. There was a night I spent homeless asking God for a "erroneous" divorce. And I was very well granted it. After some awful behavior I was knocked to the ground. I landed on my ring finger. Looking at it it was *compacted* and remains so to this day.

I think that *sugarism* would be a nice miniature religion. One basic. Maybe I should have the right to marry sugar. To be given it tax free. Have it as mine, as a bargain. And the wonderful substance would be better to me than any woman. That religion a candy

land one.. much like the Sefrans. By practice being childish—freely so. Maybe I am thinking more of a Total Environment, a particularly designed residence.

We are in a period where magic has become concentrated, pouring forth far more freely for an adept magician. Magic is being practiced.. poorly and minimally. Most of all fantasy can procure magically powerful results. It is being fed by those who watch movies, as much as is done currently. Effectively the magician can “eat” from it. The power therein can pour into his or her soul. And forgotten deities want to be heard from. Lost spirits are seeking desperately to be heard. So magic is more powerful in the world now than it has ever been.

Had s/he known that when they died they’d appear before an audience who clamored and applauded them in praise they would have been better actors. Just actors, not a worrisome lot. And know that God had chronicled it all long. Their design and all else becoming an item of great value. And from there life made.. by design, as through a book. One of philosophy. One detailing every wish. To having formed a people and purpose in heaven as always determined and the golden road thereby paved for them who got things done. For some a small fan base. For others an enormous one.

The Earth produces tormented spirits whose freedom can only come with the destruction of the planet. A person with a regular life can never begin to conceive of the pain and anguish that the world has imparted unto certain poor souls. *The Destroyer* is a spirit of retribution. And underneath it entire worlds have collapsed. On that day the purpose of *The Destroyer* is accomplished. But that spirit of destruction will move into the body of another planet and inhabit the souls therein. Some times *The Destroyer* enters into the body of a planet dwelling in a person quite well. They become rulers, dictators, entities of destruction. *The Destroyer* may also bring forth wars and place into a mind means of great destruction. Fortunately *The Good* usually wins. And it comes at a sacrifice. *The Destroyer destroyed..* left to find the next thing to inhabit. But due to the goodness that is, will be for awhile at peace. But souls continue in their torment. As far as *The Destroyer* knows, they are its children. As a result a season of destruction rises up for a span of time until *The Destroyer* is content.

Nature has endowed itself with life, however, and if only for the sake of one good life saved it is enough to satisfy itself with. *Regeneration* is the opposite thing of total destruction. Like rules set forth you could say. Countless generations of living beings abided by those rules. The earliest lifeforms were given it. It worked, and it was

established, and though death is an evil thing it is a necessary evil that continues life. Hopefully that life will lead to the ultimate evolution of things. Whenever it ceases to for too long a time *The Destroyer* returns and demands that the work must continue. Otherwise the greatest of suffering will continue, and life for all greatly miserable. So the sooner we resolve our problems the better. If we leave a corner of the world to suffer, it will result in conditions yet worse, for all. Society as a whole may rest but for a short time before *The Destroyer* returns and its debt must be paid.

A Storehouse is your soul from birth to death. You are that Storehouse as a whole. While you may easily think you are only what you are today, in this hour, that is not so. You are entirely what you were before. Nothing is ever lost: no memory, no element of the past. You are capturing things all the time, always creating yourself. The best thing you can do is return to your past. To embody what you are today as a thing easily identifiable. As such fully know yourself.

It is the soul you create that you will go to join your *releaser* from this place.

More importantly the food you feed your soul—as through worldliness, pleasure, deep thinking and so on, involvement on the whole, is where your soul may reside. And Christian Satanists should congregate for that purpose.

Have you yet entered into that Beastly state in which pleasure comes freely, pouring out of your golden cup? Where euphoria is fully allowed to pass through? Where food is an immense pleasure? Where music is captivating? It only occurs to those that can delve into a super human state. But by practice and breaking away of the restraints you may enter into the essence of *The Inner Beast*.

Boldly congregate Christian Satanists on the joy and pleasure in life—make unto the church a place in which you become anchored to the Earth. And when you are fully liberated you may declare *I am a Luciferian!*

There is more room for Christian Satanism than just about anything else. There is an interest in that gray duality. They don't know that it is *Christian Satanism* and in fact that prevents them from going very far into it. In the back of their minds perhaps they know what they are trying to grasp is Christian Satanism. But they couldn't be "Christian Satanic."

They'll even have both upright and downward crosses in their music videos. They may engineer a "gray side" thing or "gray magic," pulling from scant resources, and certainly not ones as lush as Christian Satanism.

But if they admitted to themselves that Christian Satanism is legitimate and applicable, then they'd have far more resources than they would otherwise.

The Holy Bible can teach magic. Laying on hands isn't limited to healing people. Speaking in tongues may include using words of magic. Elevating your mood to pull forth God can also be done for other purposes. It shows that a person *can* be possessed. That there *are* evil spirits—even those with intellect and personality. Prophecy—there's that. Visions, too. Numerology (magic meanings behind numbers.) Along the same lines there is magic symbology. Indeed the Bible is a great way to learn magic. Metaphysics too. The magical workings of the known universe may be learned thereof.

Sometimes you need to cut away at something to fully resolve it. Or else you may deliver a thing your enemy wants: attention from you, a strong negative reaction from a person of inherent inadequacies. If they feel a little deterred and apprehensive then they are held back softly, the reaction they want absent. They will nonetheless question their own motives. They'd wish it was easier to offend you. They will have to view you as stronger than them. However when push comes to shove then fill them with terror. As the saying goes: *if you play with the bull you are getting the horns*. And if until that time you had been more peaceful about it they will become full of regret. And will have to start sitting in the back seats dealing with a person's presence that initially imparted jealousy and they will be full of great hate for you because their round-about ways did them no good.

The most important things I have to say

For me life was a journey. God and demons have greeted me. I established my name *Lucifer* and more recently adopted my name *Damuel*. My goings forth have been directed and merged into me was a body of that gray state known as *Christian Satanism*. But the totality of Christian Satanism leads unto *Luciferianism*. And I will be shortly diving into that and laying its foundation with my next 6 books. I invite you in. By adhering to Christian Satanism closely it will lead you right there.

I say that tastes and desire are very important. Exercising your memory, too. The right perspectives are invaluable, and must be polished. Bright side thinking is a very helpful thing. Choose strength over self pity. Strength is another important thing in life. So is a purpose. And applied to that purpose practical perfection. Magic us useful, and valuable. Taste magic particularly. My most difficult circumstances in life lead me to *The Principle List*. They provide a healthy amount of occult material to draw from.

And I say be smart. Do not make choices that enslave you or prevent you from true satisfaction in life. Remember that those who work are given the most. And the most brilliant come upon the largest portion. They are the minority so don't expect it to come easily.

Think for yourself and keep other minds at a distance. Do not *Soul Share*. Be yourself as fully and as deliberately as possible. *Find yourself*.

The more you do the more you are. The less you do the less you are. Don't let days go by that are wasted or spent on shortcuts that only lead to menial things. Rather seek out the greatest things that are only gotten through knowledge, experience, and effort.

Style and fun matter but are neglected when people build.. building only for usefulness, ignoring all else. But what a better looking world it can be. And this seems only important to a Christian Satanist, one who hates things to be bland.

Clothing matters, entertainment, nice possessions, food, and comfort—they matter the most. More than that just happiness!

Evolution is important and are perfectly embodied by the Luciferian.

Be a person of greater understanding. A happier person. One that has every tool they could need. Build your relationships optimally. Be a creator of great things. Learn my ways. Practice them, and you shall!

I will lead you *away* from harm. I will lead you into greater thoughts and greater actions. I promise. For along the way I've left no stone go unturned. I went to hell and back. And I was appointed to teach others the way. I was made into what I am, which is a Gray Sheppard for Christianity in its final form.

And as always I would like to share my principle list, also known as the List of the Principality (as I was instructed to call it.)

The List of the Principality:

Person One: Red, Hand, Bird, Staff

Person Two: Green, Rabbit, Seed, Stage

Person Three: Brown, Bear, Bee, Cane

Person Four: White, Ring, Goat, Thief

Person Five: Red, Whip, Cat, Fairy

Person Six: Rodent, Yellow, Wind, Lord

Person Seven: Bomb/Blast/Wand, Black, Beast, Fox

Person Eight: Dust, Horse, Toad, Yellow

Person Nine: Assassin, Word, Lion, Creature

Person Ten: Blue, Elephant, Spirit, Stone

Person Eleven: Purple, Mask, Dragon, Dog/Wolf.

Person Twelve (Your choice — choose four.)

Where do you fit? Give each of these to twelve different people from oldest to youngest. According to your age is where you fit into it. As for me I fit into the fourth one.

These provide an occult kind of observation from things like movies and shows, books and video games.

Book Two:

Video Games —

Introduction:

My greatest interest.

Yes a rule could be plainly made that “video games” shouldn’t be a book in *Another Christian Satanic Bible*. But it would be a self denial of myself not to put one here. I love retro gaming. It is my favorite community. It helps me sleep at night. Like going over the evolution of game pads as counting sheep.

I’ll have ideas here for new games mostly by going over pre existing ideas (in a form that shows options.) As different ways that things can be done. By showing you just how many different ways things can be done you will be full of ideas.

The retro gaming community is enormous. You’ll find all kinds of it online. Ranging from top tens to reviews, hardware, mods, hacks, history, *glitches*, newly made games for old systems, playthroughs, speed runs, all sorts of things. I spend around three hours a day watching these things. It fills a good space in my mind. I think video games are a good influence. They keep you out of trouble.

I have a lot of things to say about video games as a result.

I'm not really into the violent stuff though. It's had its day. After awhile it loses its initial novelty—its shock. Though *Mortal Kombat* was of quite a Satanic design, down to the gongs.

If you are making a game I hope what you find is useful for you here. I've tried programming, *Python* to be specific. But just didn't have enough interest to go very far. So I have ideas instead and that's the closest I can come to my dream of making games.

Also: I've written the book *My Anti Christ Game or Movie*. And my *Full Bible of Steel* includes a 160 page book similar to this. They are free and in public domain just like all of my other books. And if you know any game maker, please share these with her or him.

Many if these are original ideas that you may freely use.

So letsa go!

What Makes a Game Good or Bad:

Control of the character can keep the game good or ruin it. This includes requiring too precise jumping that feels totally unfair. A weapon not versatile enough. Like I've seen before in a game where you can only shoot while squatting down. Some games have enemies that you just can't understand how to defeat them because your control scheme against them is inadequate and they can't be dodged. So in making good controls simply give the player good control.

The music—This one is obvious yet there are games that have been made to contain just short looping melodies, even that not being a good one. Or awful sound effects and stuff. Set the mood right. Good music makes a big difference.

Pointlessness—to play an overly simple game is no fun. To just run around collecting things for one ups and not much else. Lack of depth and substance makes a very dull game. Instead do your best to engage the player of your game. You don't want things to be too complex but as long as everything has its importance that's not so important.

A good story—Especially in an RPG. Some have been rather pointless. Some RPG games have a shallow story. But others have been the best you'll ever hear. And what's

more you play a role within it, artificially but still in suspension of disbelief. They find themselves engaged if they like the story. It is a role they fit right into.

Is just fun—a good game is simply fun. A good game is engaging and involving. Beside this fact rules don't stand. It is a game. It doesn't have to be realistic or follow a guideline. As long as it's a fun game that's all that matters. So just take note of what keeps it that way. Some simple things can either make a game very good or very bad. But as they say "the proof is in the pudding." Super Mario Bros made no sense at all but it sure was fun. And they tried to copy it without adding anything to it. Just changed stuff around. But those copy artists made nothing as excellent as Super Mario Bros 3. I mean, compare it to Adventure Island.

Boredom certainly makes a game a bad one. That's often so because of simplicity. You just have nothing to do. You are just going around attacking things, maybe multiple times before they die. And there is no substance to it. Nothing to expect of it.

The Earlier RPG games were modeled after Dungeons and Dragons. Character choices, dungeons, mazes, characters like either a barbarian, warrior or magician were there. And not much more than that and hit points. It is good to go a little bit back from the start. RPG games forget their history. There once was job classes. Now if there's any job classes at all they are more like job tendencies. A character can be more moved towards one set of class or another, but not necessarily. They had a game or two develop your character based on what they did. So if you used a bow and arrow, you become better and better at archery. But if that's all that you did then there would be a deficit for other abilities. Supplementation is needed in such a circumstance if that is going to be a good game element.

Earlier RPGs were often dungeon crawlers. In a pseudo-3D way (whatever pseudo 3D really means.) There may be a torch on the wall. You grab it and use it later. You come across keys and things.

Then there was the overhead perspective. A game with very basic sprites. Layer types of these were graphically better (Diablo.) Early RPG games could be picturesque text based games like *King's Quest*. A more 3D perspective could be found in *Drakhen*.

Betrayal at Krondor was very unique among RPG games. You battled on a grid. You could pick locks. You could hear stories from your different characters. You might find the plague in a treasure chest. You had to get food regularly, or die. And you had to keep your weapons sharpened. You had to camp out, rest. It was obviously made as realistic as could be.

Some games had an upfront view during random battles. Some a side view. Others an isometric one. And later ones an open 3D field. But people obviously prefer the 2D perspective. It just keeps coming back. It doesn't *have* to be realistic anymore than the board game *Monopoly* does.

Medieval fantasy themes were prevalent in older RPG games.

A more randomly changing game now that more simple games can be made more complexly, randomly generated things are possible. For example *sometimes* an enemy here, sometimes a different one. An item here at a certain time but not otherwise. Music that changes slightly after so many melodies. A day to dusk effect. Weather effects. And the physics behind them. A programmer can make a very world with it's own physics. Elements can adjust the game entirely from character to character and of its people, traveling in it, etc., depending on certain things like time of day.

To implement AI in a game well is a new luxury that a programmer has.

Art of the Platformer you can go in about any direction: higher, lower, forward, maybe backwards. There are strange elements. Ones almost Satanic. A strange cave dweller. Dragons or great beasts in some areas. The gamer may have to maneuver around them. There are shoes that have wings on them. There are rings that protect the Vampire from the sun. Money is given to the one who searches for it. Surprises occur such as a room suddenly having an enemy that wasn't there before. You can clear out areas a little by little gaining ground. Ground for the king? There are people locked up by goblins that you must save. Or at least be rewarded for so doing. And there are messengers from heaven and messengers from hell to assist you.

You may be trying to reach nirvana or mount Olympus. You may be trying to reach Valhalla. And you've got to be worthy to get there because the gods will try and stop you! Or you could be looking for a grave of a lost loved one to set their spirit right. Or the same with a whole family. *Or on a quest to find your lost loved one requiring a lot of venturing around and detective work.* They were worthy to go to *The Dark World*. And so must you to find them.

The King of some kind could have you being hunted down. Guards once seeing you will go after you. And you may have to slip through unnoticed. After all you are after an item that would make you godlike, trying to find it before he does. You may have to go across many lands and places, learning all you can to create that powerful item that would lead you to rule over the world, or just to overthrow a wicked king.

A platformer could have mixed with it RPG elements. One of my favorites to do so is the SNES game *Wanderer from Y's 3*. The Character you play as had a health meter. He had a small amount of items to help him. Of a certain kind. Of weapons and shields he had more. There were certain items that allowed him to progress or become more powerful, as was sometimes a necessity in the difficult game. He'd always return to his hometown to get more clues, help, and items. He found himself up against a formidable foe at the end. A monster had been conjured from hell (which is a common theme in games.. but don't fix it if it isn't broken!) It was a one place at a time game and it did that very well. I would say just add an over world map and it would have been what *Zelda 2* should have been.

The Art of a Side Scroller I can think of some good examples: *Mario Bros.*, *Ninja Gaiden*, and *Super Ghouls and Ghosts*. Ones cute, another dark, and the other Satanic. There are power ups to protect you: new armor, a larger form, being shadowed/ having two then three of you. The things that matter most are the controls, environment, characters, music, and power ups. The pace may demand quickness or let you take your time. Will put you in a watery area where you must slowly maneuver around. That's it's own precision. While another has you being both precise and quick.

The enemies can be like bones that once attacked they fall apart. But they come back together. Or you can play with their shell. Or take their goods.

There can be any number of power ups as you want. Some levels may only have the power up, not elsewhere. Or some worlds/lands the same. The better ones are more difficult to reach. And there are different kinds of power ups: that increase lives, energy, defense, or used to attack. Then there's money in these games used for any purpose you want.

Joe and Mac was another good side scrolling game. You fight dinosaurs at the end of each level. It was a cave man game. You could ride on pterodactyls. A stone wheel was one weapon. It rolled forward, predictably. It had an over world map between levels. A really good game.

And we cant forget Donkey Kong Country. You could play as two characters. You could burst out of barrels. There were mini games (always a nice inclusion) and animals to ride on. Really good music in that one too. The opening theme really sold the game.

Here are a few new concepts that can be used: There is rain in a lot of side scrolling game but not much lightning. There is quicksand but not so much swamps. There can be a cleric passed by before an altar where he summons evil spirits. At the first part of the game many such spirits attack you. The cleric may be a little difficult to defeat but if

you do then no more ghosts come from the graveyard.. no more of a certain enemy in the game. And you may need Holy water on that cleric, or something like that.

You may be after a cult of people. A cult of people may be after you. Maybe you must take their books and destroy their idols. Or slay their fanatical religious leader in the game.

You can have a number of your own followers helping you out. Helping you escape. Telling you where to go.

Allies can come down from heaven in a ladder. Enemies up from hell with one.

In the game you may be sealing the portals of hell.

A bell can be a special item among a few you are allowed to carry. The bell removes all evil spirits from the room. As for the other enemies that's a different matter.

And holy water can be obtained from a pond. Like a baptismal one in a cathedral.

There can be smoke coming up from a hole, it is a hole to hell. There can be a grave next to a hole, which is a crypt. Each have different things below. The hell hole has little demons to have help you, would you bring them above (but it can be dangerous down there.) The crypt has its own special reasons for going down into.

Angels can descend down from heaven to help you. Like in an RPG kind of summoning element applied to a side scrolling game/ platformer, you can summon things to help you. Like a dragon breathing fire down upon your enemies.

Sometimes a sword falls down from heaven for your use. When you are low on health a shield falls down for you.

When you've destroyed certain more difficult enemies you are given that sword from heaven.

And we've seen things like five coins of a special kind = an extra life. Or as many = a mini game. But what else can happen by collecting the five special coins/ items? Something more imaginative than an extra life? How about learning a new spell? And each level provides a new opportunity for a new spell. Going from fire to water for example. Or it can be that you can summon a new beast, dragon perhaps, or creature. So that in a level there are five dragon coins. Getting them all gives you the power to summon a dragon whenever you want to.

Let's say the levels are *really* long. But you can get a zap forward to skip a chunk of it. Like being blasted out forward. Or blasted into a secret area of five special levels. Or to meet a criteria for the same. Maybe you would be sent to a worse place by not slaying the enemy boss or not meeting a requirement such as defeating certain things from

place to place. Or if you *don't* collect all of the special coins then you are sent to a more difficult level.

100 points = 1 credit. Credits are given at the end of each level as does a shop. At the end of every level is a shop. And how many points you've gotten translates to how many credits you are given. Especially hard enemies give you more points than the others. So points will really matter in the game.

In every world of the game you get three wishes. But first you must find the magical lamp in world one. If you like there can be more than one lamp. Three perhaps. And with them you get three wishes. Only three, only so many, or once per world. The wishes can be for money. To clear out bad weather, or ice in an ice world. Or to remove particularly difficult enemies, or for a special sword.

There could be symbol things to collect. You can only use one though. If you get a second one it replaces the first. If you get a third one that replaces the second, etc. And they give you special items at the end of the level. If you get the same symbol item again then you will have that first thing upgraded.

And other kinds of letter or symbol things can be collected. Maybe at the end of a whole world you get things accordingly. The more you find the more things you are given at the end of each world.

And I have an idea of that at the end of every level you are gradually dressed as a King. At the end of level one you get a cape, then a sword, a shield, armor, and finally a crown.

Art of Alchemy or mixing up different things to make something new. It's becoming synonymous with gaming, too. That you gather food in a 3D field: from trees, from growing someplace to combine them into thousands of possible different things. Or that you just buy food to make recipes from. There are sometimes magic stones that can be brought together for different effects. To do not just one thing but to have a spell do two or more things. Or it can be a ring. You have 8 fingers to put them on. And as such set 8 attributes for your character, like automatically casting regen. They can protect you in some way or boost your defenses. When you are cooking something you may even have special wood to cook it on.

Then there are weapons that can be enhanced by bringing together different parts/materials. Two metals maybe. Or to infuse it with a spell. Or just to have a blacksmith make it a better weapon.

So leave these things scattered around. Have them obtained by defeating enemies. Or gotten from a chest. Or found someplace. And list the possibilities for them. Give for them a description. If you are very good at game physics then they could practically have a nature of their own!

Art of an Adventure Game at the heart of it there is exploration. That and experimentation. You enter into the gaming world with just a little help. Things are pieced together as you go along. You can have villages in them to recuperate. To build skills. To buy things. To learn. And the world itself is full of treasures. Maybe you don't know what to use them for. And by using them everywhere you find many things.

There are dungeons to crawl. They can be in maze fashion right before your eyes or over your head. Can be 3D or 2D. Some are text based adventure games that are largely point and click. Anything you click on can be taken. People can be talked to by clicking on them or click on any given thing to manipulate it.

Along the path are fairies and unicorns, goblins and dragons, ghosts, evil spirits and demons, beasts and creatures. Some will help, others will harm you. Some are hard to find. Others are easily found.

Maybe the first part of the game has you clearing out an area. To remove infectious blobs and a recent plague of monsters. Or four areas. Each needing it's own equipment to clear the monstrosities. And so the path of the King is cleared. You may not have a role as significant as saving a princess. You might just be doing things for a King or Queen throughout the game. And the King rewards you for so doing. And your quest is just to be a highly honored knight.

In an adventure game you may choose the role of one of four types of people. A knight, wizard, thief, warrior. Maybe you could easily flip between them. One is good for one area, and for another another. Like adding to your party as an RPG games does but in an adventure game kind of way.

After every twenty minutes of gameplay you may enter into "The Upper World" through a portal. It is there that you are rewarded for what you have done, and given to by the gods accordingly. You are healed, allowed to transport immediately to what place you wish to go to. Every twenty minutes, thirty maybe, the access to heaven is granted.

Maybe you are wanting to speak to a lost love one. That is something that only a certain wizard can help you do. But he wants something from you first.

In an overhead adventure game you hear a sound. That sound means something. You may be lost in the woods hearing an owl. And the closer you are through the woods the louder the sound. But you have to use a bird whistle for this. There is a different kind of sound, too. Kind of like moaning. Like suffering. If you follow *that* sound you are lead into a graveyard, a swamp, or something.

The sky can be observed. And can be related to things easily. A triangle of stars might stand out, giving you an idea of where to go. The crescent moon and full moon represents something. Clouds show images. The people expect a hero is underfoot.

The paths are cleared every Sunday. Each Sunday you may more safely go about. Due to a lot of monsters the towns may be closed. By defeating the surrounding enemies its gates are opened. Almost in a zombie apocalypse sort of way.

Evil fairies that transform into beasts.. or about anything they want to, may endanger you if you come into contact with them. The general rule here is: *never come close to a fairy!* As they may transform into something terrible and harm you. But to slaughter the Mother Fairy is to slaughter them all. To slaughter the Mother Bat, the Mother Goblin, ect., is to remove all enemies and dangers in the world. And is, perhaps, your quest.

You may be after a magical spider and it makes a formidable foe but you capture it and take it to a certain person. That person weaves a kind of magical silk from it giving you clothing that is far more protective. Until then you may have not known a lot about magic but now you do. That covers clothing. But what about a wand? You may have to go deep into the woods. You find talking trees in one area. They say they know you are the hero of the lands and take from their center tree. It was once alive but being the oldest among them no longer is.

Then there is a ring to make. One of great magic. You'll need to find a certain kind of pearl under water. You enlist the help of a fisher. You get equipment that'll help you find it. And after you get the pearl you have a magic blacksmith form it into a ring. Then there's a powerful shield to make from a slain dragons natural armor. A spirit who takes you to its grave.. once a great knight now fallen, buried with him a great sword.

And sheets of magic paper given to you by various people. The more you have the more powerful of a magician you become. You may buy these to have written into your occult journal. A journal of many things.

Maybe you wake up in a new bed over and over again, and so in a new land. Each land having a special purpose for you and in the end you become legendary.

Or you were unjustly executed as a heretic of hell and you go there. In hell you are made powerful by The Devil and sent back into the Earth/ world for vengeance, bringing hell with you.

The Art of an RPG is to have the gamer playing a role (and series of roles) that he likes. It is your objective to make its world inhabitable *immersive, involving*. A good RPG has you wanting to know what lays around the corner. What will come next? It may ask of you to set your priorities straight. To get things in order. You gradually become stronger. You are empowered by love in a quest to undo tyranny. Along the way the plot is irresistible. Nothing is impossible. You get the sense of progress throughout, and that gives you and your party hope.

The story is very important for sure.

You can't have an RPG without magic! But you can include it in many different ways. The character can learn magic upon leveling up. Some players at the beginning can learn magic, but not others. Then those others can learn magic later on. If it sounds good to you. Or you can simply buy magic. Or find magic stones. Or to learn spells from wizards (which I feel is underdone on an RPG.) Usually it is an adventure metroidvania game that does it.) There can also be spells that are fetched after they are cast against you a few times. I haven't seen that done yet except for a blue mage character. Or spells can be learned point wise. Through so many points gained toward it, battle by battle.

As you go from village to village you can buy better and better items (weapons, armor, potions) and the random enemies outside give you greater and greater exp points and money. Traveling around can be by raft or boat, flying ship, horses and carriage, underwater devises.

Make the best sprites that you can.

Create a system that's easily understood. But remember a player can learn a lot through repetition. As long as they know what to do to begin with.

Create the best story you can. Write the best music you can. Have items that change the very nature of the game and given all of this you will have made a really good game.

As heroes the game may open its doors to you giving everything you need. Such as towards the end of the game things become free. Or as soldiers to the King prices are lower or free to a certain amount. The merchant character can buy things from NPC's and seems to stumble across money. The soldier character can enlist help and gain funds. The cleric is provided help by their followers. They have sacred items. They see

visions and are given help and advice from gods. The gray mage learns spells cast on them. The alchemist can put that into a ring that others can use, given the right material. The herbalist can procure and use the herbs of a land. Perhaps in a point and click way describe their possible uses to you. The blacksmith gathers metals and makes weapons from them. The scholar knows short cuts, is generally well informed by the environment and the things in it. They can help you find any given thing. The Teacher can teach your party learn new sword techniques and spells. The longer you have him or her in your party the better you become at fighting and learning new spells. The scholar may be the only party member that can read certain occult books or languages.

Then there are the usual classes: mages, fighters, etc., to diversify the game, each having their own abilities.

And swords can be used to summon beings. Like a dragon sword that strikes with the power of a dragon. Or an earth hammer that quakes the land. Or a feather bow that shoots out like an eagle.

And the same with shields. Like a dragon shield having a dragon defend you in its wings. As long as they are equipped as weapons and shields they can be used every time you strike or face a type of strike.

Where they are found can be in a graveyard as a fallen soldier, high upon a mountain. As resting in a tree. Or just called forth by the incanter/ summoner.

You may have sheets to summon a being. And so are limited by how many you have found or purchased. A chest may contain a page or a few pages of incantation sheets. They are burned, the being is summoned, and can be done with as many sheets that you have.

Here is an idea for random battles: we usually have beasts or some kind of things. But my idea is for like judges to fight, or star bright celebrities, boxers, as such that are demonic spirits throwing stuff at you in a way that mimics humans. A judge and his gavel striking down is a random enemy. But not just that, it is a spirit mimicking and mocking human traits. Kind of like how Q did on his first appearance on Star Trek. Making themselves a king if things get really tough.

Your summoned beasts can evolve. From a small dragon to one large. That is every time you gain a new level.

Maybe a world is terraformed in the game. The moon, and has to be dealt with. Or an alien planet invades your own. Or a giant magic crystal is going to collide on your planet known to have great magical properties. Others have fallen to the ground before that made a corrupt kingdom all powerful. And you and your team against that Kingdom is trying to get the crystal asteroid first.

After defeating the great magician he places a spell on your hand just before death. There is now an eye on your hand and you seek to remove your curse. It must be pricked with the Sacred Dagger. A more powerful person knows where you are at until then, and seeks revenge for the slaughter of his son. The first wizard warns you of that before he dies.

And speaking of strange random battles one enemy can be just that: a large hand with an eye on it. And/or a large hand with a mouth on it. Could be a magician with a book who takes a moment to read spells and cast them on you. Or a large magic book is your enemy. Its pages are many. It opens up to a random page each time before it casts a spell on you. In low odds it may cast sudden death. Then there can be a blessing book as a random encounter. Or that first book could be made into a blessing book. Either way the blessings book gives you one good thing, up to four perhaps, one per party member, closes, and the encounter is done. That blessing may come in the form of a weapon, an item, extra exp points or some such thing.

In the upper left of the screen there could be an hour glass that informs you when the next random battle will be. In the upper right there could be an image of what you will be fighting. And you may flip through images of them to choose what your next encounter will be.

Dice can be in the center to make it almost like a board game. One with many grids. The objective could be to secure all squares. And doing so in any given area, as much area there is square to square, the more space cleared in the future for you. But things may be in two or more levels. Like for better paths or to clear more important areas. So that it is not just one square but a second or third above it. By pressing a button you can see a grid with numbers on them indicating how far a total clear is.

You get Sacred Points within the game. Count them as a heavenly reward for valor. For helping people, destroying monsters, you get SP points that can be used towards things you want. There could be a Holy Shop that exchanges these for special items, like curative spells not otherwise gotten, powerful shields, protective things.

Or you may use SP to ask for things from higher powers. That could be done to make everything better. To reduce monsters in the world maybe or after a certain amount accumulated the gates of the heavenly realm will open before you.

Art of the Racing Game racing games have been around a long time. There is a lot of diversity among them. There are overhead racing games, more 3D ones. There are battle based ones complete with items to battle with and race at the same time. They've had a real world look like racing down the Golden Gate bridge. Or forests, or snowy

areas. And they've had futuristic looks. A race in the future with flying cars, for example. There have been mini cars to race, toy cars to race, carts, boats, motorcycles, monster trucks, just about any vehicle.

Some let you upgrade your vehicle from race to race. Some had a radio: earlier games just 8 bit melodies, newer games something like *My Favorite Game* by the Cardigans.

Some games gave you a certain fuel amount. You have to ration your fuel in them. Or they'd give you a certain number of nitro boosts. Then there's also boosting strips on the road. And in some racing games you can exhaust your motorcycle and have to use faster speeds sparingly.

Then there's *Spy Hunter* which gives you weapons and upgrades, have you escape from helicopters and stuff.

Racing peripherals and machines abound in the genre having you sit before a steering wheel.

Just pay attention to how the vehicle in your game controls. Keep it from crashing unreasonably. There's nothing more irritating in a racing game than to be knocked off the road constantly.

You could have things like money for either upgrades or next race weapons. More soundtracks these days from licensed beats. You can buy new tracks. You can make your own track even. You may want to include more choices than just cars. A motorcycle wrecks easier but slips through other cars better. And you can paint the car. You can even have a racing game of more than one kind. One game option can be to race in a jet, or the option to go on a boat race instead, a monster truck, motorcycle or whatever else all contained in one game.

You can add time records (beat the game in the fastest time.)

And you could also go out of your way to make a cross country racing game. To go from New York to San Francisco for example. With scenery all along the way. To see national monuments according to the route you chose. And play a game that takes weeks to beat. That has pause/ rest areas for you along the way.

You could have multiple tracks be as one track. As the main path diverges into four different ones. One may be quicker but more dangerous. One may be slower but gives you more items. One goes far below. One through a ghetto. And another goes up high. But the roads become one and the first to make it to the end wins.

Art of the Beat 'em Up They are usually games centered around the streets. Like crime filled streets. You could be like a robotic cop in this setting or a group that is looking for revenge. You can pick up random weapons in them even if that's a barrel.

And use martial arts in ways like of kicking, punching, roundhouse kicks, grappling and tossing. I guess you could even shoot fire from you hands much like Ryu from Street Fighter. Of course the setting doesn't have to be in a crime filled ghetto. You could even go across time landing on trains and pirate ships, or whatever historical place you like: such as a medieval period.

Or it could be set in the future.

You can play as the warrior or barbarian, the dwarf or any of your favorite old things of mythology. You could be in a Grecian- gods kind of setting trying to reach Olympus! On the way fighting the things reminiscent of *Clash of the Titans* if you like. Or as just a Barbarian in an evil kind of land. You can save a kind of person from a cage and he will be added to your playable characters.

These games often have special attacks. In one format you can just use them a couple of times per level. In another format they will cost some of your health each time.

And there can be things you ride on. A vehicle or beast for example.

Multi player certainly goes well with these games. Having three or more playable characters is a must. And anything that unites them is good. Like to cast a spell required by all players. Like player one tells player two and three they should cast a spell together, and all must be agreed. Such a thing can randomly deplete a characters health, but it may be worth it. Maybe you should get an "uncursing" item to prevent that, then the spell would be freely cast, so long as the character it lands on is holding one of them. That is an idea from me.

It is usually a left to right fare. But you could include more climbing elements. A building, going into windows, or upstairs. You can include path choices.

Things that make a game fun:

Money perhaps most of all. You may level up to get more hit points and magic points but a nice suit if armor, a powerful sword, magic scrolls, relics and many other things are gotten from money. Sometimes money will just get you a 1 up. That feels kind of bland. One thing some side scrolling games never incorporated was buying power ups and simply better things.

Choices of weapons and armor and items. In a shooter not just a regular gun but a multi bullet gun. More powerful and effective guns add variety and variety is *so* nice! To be able to adjust the game with certain items is a very good element to any game. To cause effects that aren't normally there. Taking the power of your enemy that has unique weapons is fun. When the player gets seeds and comes back to the crop he has

something to look forward to. Those plants makes certain formulas to help you out. Treasure chests are like Christmas presents.

Being able to upgrade a weapon is good. It might of supposed to have been the ultimate sword but who's to say it couldn't be made more powerful?

Shows that let you walk on air lands to exploration. So does bombs uncovering walls. A shovel is in some games that let's you dig all over the place. These things open new areas.

A mystery is a nice thing. They should make the game have you explore and able to figure things out. That sooner or later they *will* come across the answer. I'd avoid impossible puzzles. Personally for me I wouldn't put any puzzles in an exploration game. But give me a game boy and a Zelda game and I'd have something to play for the next 5 years.

So have a variety of items, weapons, etc., as it's one of the best things you can do. Some games don't seem to have them but they are there. Like *Sim City*. Magic, tools, upgrades, the more the merrier. Just make and make and make. Have them customizable as the character needs them to be.

And there are things that would ruin all the fun. There are things that break an otherwise good game. Like controls of the character. That especially! Or awful music.

The right setting makes a game more fun. Like *The Mushroom Kingdom*. The streets of rage, stages of *Turtles in Time*. World coming to ruin. Or the dark realm. Waking up to a rain storm setting off on your purpose. A highly gothic setting like in *Castlevania* games. The eerie areas of *Super Metroid*, etc.

Art of a 3D World Game There are slashers such as being bombarded with enemies like in a 3D form of a beat-em-up. There are 3D forms of shooters (shooting in a spaceship.) There exists 3D platforms, 3D adventure games, 3D RPG games, 3D fighters, too. They take an old genre and make them into 3D. Racing games, too, and others. Some ideas may better in 2D form. Apparently so, selling better than their 3D sequels did. Although games like *Zelda* went well into 3D and first person shooters were always best in 3D, being among the earliest 3D games.

Some try allowing you to interact with the gaming world as much as possible. You couldn't go a few feet without finding something to use. You could even fight with a stick or grab an apple from the tree. And enemies are all over.

Some RPG games try to keep that feel of random turn-based or active time based battles. For me an RPG should have the older form of fighting random enemies. I do not

believe I am alone. It is really good however to be provided cut scenes. Voice acting usually accompanies games today, too. Maybe if text to speech develops well enough then programmers could save a lot of time, money, and work.

Day night and weather cycles can be placed in the game. I would avoid too many storms. They sure can be a nuisance! Really early racing games had day to night. More than one that I can remember. Now there can be more specific things, like a down pour, cloudy days, snow and such. They add a nice touch, like variety.

The 3D world in games is becoming highly complex. Where one was most simple they now have casinos, longer conversations with people, people that do things in the game, with more areas than ever to explore. In a more RPG game you have characters employing you. You have a lot more choices on the path you take. They are more multi-directional. And there is a far larger assortment of weapons to choose from. As well as other items. The world contains plants that you may take and form potions from. Instead of a plane of mountains, grass, and trees, in a 2D sense, in a 3D sense there are abandoned homes, castles, homes in villages, cliffs to climb, rivers to cross. Those much more realistically. You can actually "look around" now.

And those games connected to the worldwide internet can have people living in them. Others cannot enter them. And many real people are in these games to talk to and request help from.

The question is really, how can a "real" world be made from a gaming one? Because the translation isn't perfect. As much as I loved *Betrayal at Krondor* for DOS, it was too realistic. You had to camp out and sleep, even keep your sword sharpened. Real life rules just don't apply to video games. They *can* be but they must be done the right way. The worst thing about *Breath of the Wild* was that your weapons always and quickly broke. The best thing about *Breath of the Wild* is that it gave you a lot of weapons. They were easy to find. As a result it imposed variety on you, in a good way. I didn't like that element at first but I grew into it after I found just how easy it was to get weapons. What's more the Master Sword didn't break at all.

Naturally at night time the spooks come out. That's been so since *Castlevania 2: Belmont's Revenge*. Some games would have you break into a place to steal at night time (oh the in game naughtiness!) Or even in an old Atari game you are racing at night and can only see head lights. Back in the 8 bit age day to night cycles fascinated me. I wanted to make a game at that age (an early age) that had you travel across the country. I didn't know that would require an impossible amount of space.

I recall when 2D fighting games were becoming 3D. Thanks to good old SEGA and *Virtual Fighter*. But for me the best example of them are the *Dragon Ball Z* fighting games. SEGA had some excellent sprite scaling before 3D games were possible. They

had a special chip for the Genesis, similar to the FX chip. It was only used a time or two before they went on to the 32X. Vector based graphics use to be as close to 3D as they came. A good *Star Wars* arcade game among them from *way* back. Mode 7 for the SNES had a kind of 3D. The FX chip brought it a nudge closer. And with the 3D and 64 bit era it was finally practical, albeit simply with graphics about as good as in the music video *Money for Nothing* by the Dire Straights.

But now the plate is becoming very full. Some graphics are photo realistic and others damn close. The intricacies in a game have never been so intricate. The AI is smarter, the world is larger, there is more and more to interact with. The perfect settings are being found (like as to what makes the best 3D video game.)

My ideas for a Satanic Game:

This is something I've looked much into: more wicked feeling games. I can list quite a few that were. They include:

Dragon's Revenge *Sega Genesis*

The Immortal *Sega Genesis*

Drakhen *SNES*

Doctor Jackal and Mr. Hyde

Mortal Kombat 1 & 2

Samurai Showdown

Some Castlevania games

Blood Stained Ritual of the Night

Blasphemous

Super Metroid

Super Ghouls and Ghosts

Altered Beast

Ninja Gaiden

Golden Axe

Might and Magic

Diablo

Doom

Early RPG games were sometimes Satanic. The 80s were the most Satanic time in history. Heavy metal was mostly Satanic. Many Satanic movies were being made.

Dragon's revenge was quite a dark pinball game. The Immortal (the best port being on the Sega Genesis) set the right tone with its music, landing you in a dungeon where you are a wizard facing demons. It has this isometric view with rooms laden with demons and evil powers strung throughout. I even like the rest mechanism. As though the wizard has a safe spot in areas of the game.

Drakhen may not have played well as a game but this isn't a list of good games really. Rather it's just a list of Satanically influenced ones. It has a nice title screen to it. You set out as four sorcerers in an evil land. It just couldn't accomplish what it needed to on limited hardware.

Dr. Jackal and Mr. Hyde.. how can I say this? If the game was a little easier and had better controls then it would have been a very good game.

There's a lot more to be said about Mortal Kombat. They thought to include gongs within the sounds, have the final boss be much a sorcerer, set it all in a coliseum instead of the streets. Incorporate gods. Have the monstrosity known as Goro who with his four arms grabs and pummels you. Cries of pain can be heard. And the game was incredibly violent. The imagery was well done. The attacks didn't sound forgiving but rather serious. It was a blood thirsty game.

Though Samurai Showdown had demons like you'd find in a really good anime.

Later Castlevania games had you fighting demons. And conjuring their powers. Placed you in a gothic setting. And its enemy bosses were very demonic, large, and powerful. Altered Beast was a game where a god tells you to rise from your grave. You are reborn to save the gods daughter (as I recall) and along the way you transform into wolves and things. The enemy that always returns at the end of the level took some impressively demonic forms. It also included demonic enemies throughout.

Super Ghouls and Ghosts literally has Satan as the last boss. Things come up from a grave. You are riding on a raft in the storm. You fight devils in it. The land transforms as you go through it, rising and descending. You are always fighting at dark time.

If a game is going to be Satanic then it needs the right music. That doesn't mean it must be heavy metal! Rather more like organ music, the instrumental music of black metal. How they use instrumental sections in their music. That eerie strange feeling music. If it

is like a medieval setting then *dark* medieval music. If it has these in them: evil spirits, demons, evil fairies, magic, dark music, maybe a harsh undertone, then it is Satanic!

But to think in terms of just violence and metal music: there's no substance to that.

It may have you going through corridors laden with Satanic imagery and demons from hell (like in Doom) Or bombarded with demons like in Diablo. The setting can be dark and full of nothing but monsters, a game full of demonic powers, fighting demons like in Ninja Gaiden.

In one rendition of these you are in hell's palace. Or a Satanic Church. Or hell itself. You are fighting an incredibly powerful (and evil) sorcerer. You can take on demonic powers. Or maybe you are trapped in the dungeon of hell.

There are blood red moons. You are dining with skeletons (which is of a scent I'll always remember in *8 Eyes*.)

The music of the dungeon in the original Zelda game.. if that game would have been just a little more like those elements it could have been an awesomely Satanic game. And Bowser at the end of the first Super Mario Bros. game I could say the same thing about. He was a spiked dragon like turtle that flung axes at you. *Breath of The Wild* did well at setting such a tone. That is in its cut scenes and how they presented Gannon.. and the *Yiga Clan*. Then there was the terrible scene in *Final Fantasy 8* when time was compressed and a sorceress' palace was presented.

So with all of this I have a formula for you for a Satanic game:

It has demons, demonic powers, demonic creatures, beasts.. demonic beings.

It has magic in it, the occult, Satanic imagery.

It sets a "dark tone," one that is ominous. That is through the music and setting most of all. There is no sense of peace in it. Everything is of a dark place.

It can contain things such as idols, rituals, cults, Satanic graffiti, black magic, visions, prophetic ones, anti-scripture elements, sigils, other occult things, sacrifices, blasphemy, magic words, conjuring, hell, ritual items (wand, sword, symbols, incantations, chalice, red wine, magic books, candles, a bells, robes, incense), little demons/ familiars, Satanic ceremonies like baptisms, a book of shadows, a ranking from apprentice to warlock/witch to mage, dragons, leviathan, fallen angels, Halloween, falling stars, pitchforks, devils, possession, astral travel, demonic masks, prayers to the devil, tarot cards, runes, crystal balls.

But how about the plot? The plot could have you becoming The Anti Christ. It could have you become an apprentice in a Satanic Cult, something like a Satanic mob. It could

have you gaining power. It could give you the objective of opening up the gateway to hell. To gather magical items. Working in secrecy. It may have you learning magic and using it. To become influential among the fallen angels. It could have you descend into hell. It could leave you with the objective of taking over heaven. But my best idea is to have it make you become the Anti Christ and I've written a lot about such a game in my book *My Anti Christ Game or Movie*.

Things done differently whatever ideas were done before new people have always come around to do the same thing, only *their* way. Like the Master Sword in The Lost Woods (the Excalibur) or climbing up a vine onto a cloud with coins (Jack and the Beanstalk) or a tornado taking you to another land (The Wizard of Oz.)

Instead of *The Lost Woods* you can have the *Forest of Lost Spirits*. Only through their help can you make it through. Instead of finding keys finding combination numbers or picking locks. Instead of blasting open a hole opening portals, magically. Instead of burning a bush to find a staircase below, uncovering a hell hole. Instead of a mushroom making you bigger making a mushroom with wings that gives flight. Instead of turning into a high jumping frog turning into a high jumping grass hopper. I've seen it gone from a flute to an Ocarina to a bell. I guess you could blow a trumpet to call forth a helping beast or angel. Or have a magic trumpet clear all of the enemies from a screen. You can have a sword that reflects spells or instead one that absorbs power. You could have an arrow that shoots out ice or fire, or one that when shot into the air, lightning comes down, even a storm. You can have hammers so powerful that they create earthquakes.

A magic mirror can open the heavenly realm instead of The Dark World. Instead of saving the princess you could be saving your family, who were enslaved. Let's say there is a bridge that people fear going over. They know it is one that goes straight over the pit of hell. Some are executed that way, tossed over. Some lost souls took a jump off of it. None have ever returned. And they don't know how far down it goes. Fire and things can be seen from it sometimes. Moans are often heard from it. But you, brave warrior, lost your family to it and decide to jump right into it, facing whatever you have to to get your loved ones back.

Whatever idea was done before can be done differently a million different ways. Some you could call shallow and not much different at all. Like the same exact thing even just done graphically different. They aren't distinct. They are easily observable as clone games. And clone games are always an ugly cousin, nothing more. However by applying your own imagination and having the sheer desire to make something new will lead you into doing so! And it's okay to add your own touch to things.

500+ Original Video Game Ideas!

A List of Original Video Game Ideas: These are free to use. You can't copy right an *idea* anyway!

- 1: You have to avoid hitting the columns. If you hit too many the building will fall!
- 2: A shield that casts reflect. Anything that hits it bounces off toward the attacking enemy.
- 3: Don't hit the bell. Don't touch it. If you do then evil spirits will appear.
- 4: You get an item that lets you pick which on screen enemies you want to remove. It is used like a much pointer Could be like a large X.
- 5: If you press up on the D pad and one of four regular buttons you can change where you are at. For one kind of game that could place you right at the upper or lower left, the upper or lower right. Helps you maneuver!
- 6: Having a gas mask for certain areas, or else dying. Or: don't shoot the gas line! Or don't shoot the electrical system!
- 7: If you shoot a tombstone a spirit will come out.
- 8: You were an alien that missed her/ his ride back home.
- 9: You are a priest who uncovers the evil facets of a Satanic cult. Or you are in a Satanic cult. There's black Sabbaths and stuff. Your plotting is evil.
- 10: A Heaven Vs. Hell strategy games. One complete with priests and clerics, churches and cults, magic and idols, etc.
- 11: Every time you begin (like in a side scroller) you are a falling star that materializes into someone different. You can be one of eight different people. And each are played differently.
- 12: An arrow that makes the enemy harmless. Once struck they aren't any harm.
- 13: Throwing gold coins on the ground keeps you safe. Or bait like food to give to ravaging dogs.
- 14: Possessing your enemy: who are beasts, spirits, people.
- 15: Especially in an RPG: there can be holidays, like those we have. They are practiced the world over. From Christmas to Halloween. So on certain days you will be given things. Whatever helps. You could ask from many. Maybe candy is given that acts as

potions and things not otherwise obtainable. Gotten only on Easter or Halloween for example.

16: And new holidays like Knight's Day (has you competing for a prize) or Tech Day where you can buy new inventions.. even kinds of vehicles if you have enough money saved. But once the day passes, so do the opportunities.

17: A game where you have a place to hide. You are helped by certain people. Many are hunting you down as a heretic or something. There is a certain procedure towards going out in the open. Don't be in a area for more than three minutes, and you are timed..

18: If you cross a certain light then your shadow will come to life. Your shadow may attack you or if you like, help you.

19: You have to drink many potions for them to have an effect. But you can only drink one a day.

20: You get just *one* crystal of power. You have it blessed to just do one thing at a time. If you want to change its power then you have to have it blessed.

21: Don't touch a cold thing. If you do you will freeze solid.

22: After venturing the world over suddenly a new areas appears. Like in an adventure game.

23: A different bed according to needs. One has you wake up elsewhere. Another may have you awake with things stolen. Another raises your spirit like astral travel.

24: The kings library was found to contain very powerful stolen books..

25: You are sent to deliver a message from the king. There will be many that try to stop you.

26: To stand a moment in one place restores your energy. However enemies will try to attack you once you do. So clear them away first.

27: Traveling around in a hot air balloon.

28: You are escaping from hell into the cathedral where you will be safe. But the road out of hell is long and difficult.

29: You can summon an imp to help you but it comes at a cost. Black magic you use comes at a cost.

30: You need the help of a magician but first you must ascend a tower and free him.

31: An item gives you great magic bit also slowly depletes your health.

32: A thousand years ago crystals were placed in regions to ward off evil. After a thousand years they have burst. It is up to you to return them to stop the evil that has flood into the land.

33: If you are wounded (which normally happens without a shield) you must go to a doctor before you die.

34: There are desert mages, snow mages, they are more powerful in their respective areas.

35: The wind mage works better magic when it is windy. The water mage when they are near water.

36: On a full moon magic is more powerful.

37: Special shoes that when pounded into the ground causes a quake. Or a hole that opens up lower areas. Or you can't destroy an enemy by jumping on them without them.

38: There is The Cursed Sea you must cross. But first you need an idol to place in front of your ship to safely cross.

39: The game has a guide you follow. You are told to do one thing or another day by day. You graduate to have followers yourself, like that of a sect. And the game is about transforming the world to a better place.

40: Instead of bottles to place anything in, the bottle or cup itself makes the potion. Such as a green bottle providing health boosts.

41: Spirits are captives. All that die are placed in Hades. You seek to break that curse by destroying Odin.

42: You can construct a magic ship piece by piece. Or you make your own vehicle. Like with wood from a magical forest, sails from a magic thread.

43: The Great Sword may only be seen under the light of a full moon. In fact a sage in the game can hint at this.

44: Instead of magic points magic strength. The higher your magic power the more spells you can cast. If you are low in health though it may kill you.

45: The great door or gateway can only be taken down with the power of a dragon.

46: Your magic can be concentrated if cast by people together as opposed to casting it solely.

47: A magic bell to summon help. Each ring different.

48: An altar as a save point.

49: Instead of a random battle a random clue. Or the same in an adventure game. Or a random level. Such as a side scrolling one within an RPG. At the end of the level you appear at a different area in the map.

50: Some enemies if not slain will appear elsewhere later on, maybe more stronger than ever. One monster produces many more.

51: You can have spells cast on you by powerful wizards. They cause status effects, greater power and invulnerability here and there, or enact certain things, enable certain things, etc. They come at a price. They may require a special item.

52: If you start glowing a certain color it means something. If you glow green it may mean be careful: you are weak right now. If you glow red then it may indicate you have a temporary power such as of fire. If you glow gray it may mean your sword power has increased. Or these may be represented in orbs at the top of the screen. What causes the glow is up to you, or randomly occurring, or occurring under certain conditions.

53: Different colored keys for different colored locks.

54: Becoming a dragon to fly, instead of a raccoon.

55: Shocking robots / machines to come to life.

56: Specifying the strength of a spell. Too much could not only destroy your enemy but you as well.

57: Whatever you gather is automatically sent to your home. When you return or start a new level *then* you may take it and use it. And there are things that can be mixed to change the effect.

58: Just about any item can be blessed. The blessing increases its power/ usefulness.

59: You can make meteorites/ comets fall from the sky. They could contain valuable metals or be done for destruction.

60: At night time you have to hide and camp out. People will allow you into their homes for safety.

61: Wander into a desert far enough and you will find a tombstone and a spirit to talk to who resides there. Or can be a place of prayer and meditation.

62: At the cross roads are three different paths. Far into the desert, and choosing the after life, life saved, or a different far away place. If you choose a life saved then you will find a town. They'll get you back on your feet. If the afterlife you'll be in the heavenly realm awhile.

63: Having a cave that contains gruesome things. Or a glade where witches hold Sabbaths. Looking for such areas throughout the game, being taught magic.

64: Having a percent ownership in the things of the game like the crops, maybe other things. It will give you access to very many helpful items. And you can tell them what to grow if you've financed them enough.

65: You can only carry so much. Upon finding a rich storehouse of items (like precious metals or things abandoned) you must hire people to gather and take it into town.

66: In a beat-em-up game you can have a copy of yourself to help you. They automatically fight for you.

67: Having items in the game that require batteries, and before long new ones. Or something like "power stones."

68: Having a magic frame that brings images to life. You take a picture and placing it in a frame brings it to life/ actuality.

69: If you open the curtain to reveal the light, the vampires will die.

70: A special item let's you steal. You can cast it at an enemy and their things will be added to your own. Or you could transform them into an item with it.

71: Demons/ monsters coming from hell holes. Whenever one is covered then there are less random encounters of them, to none.

72: Opening up the realm to the spirit world and having good things flood in.

73: Magic dice as a weapon. Each number rolled has a different effect.

74: Turning enemies into miniature figures that can be sold.

75: Turning enemies into miniatures that can be used in a game.

76: The spell is osmosis (taking energy) the graphics show them squeezed and dripping out power.

77: Creating Frankensteins from the monsters you slay. Each body part gives it a certain attribute.

78: A magic broom that provides flight.

79: An immortal character in the game never dies but if their HP reaches zero then you get all of your energy back. *However* the enemy has added to them just as much.

80: You never die in the game but if your HP reaches zero then you lose all of your money. Or you get transported elsewhere "waking up in a new bed."

81: A "final dice" relic that after all of your characters die dice will roll. If you get the lucky number you are brought fully back to health. That would be like a 1 in 6 or a 1 in 12 chance.

82: You can walk on the ocean floor. You can find caverns deep within. You may find sunken ships and gold.

83: Relic that gives you a second form. Each relic gives you a different second form. If your HP reaches zero then you take the second form.

84: A space based 3D world full of space stations, entertainment, asteroids to mine, places to terraform, alien technology to find and understand.

85: A small black house you go inside has organ music playing and in its basement a hole to hell.

86: A lot of things can be turned into something else through magic. They can be sold or used.

87: You can take many things, even the blanket from a bed. Then you can sell or use them.

88: Almost anything can be given power from magic, giving it magical uses.

89: You get more health and magic power in the game just by being. That is, about every 45 minutes of gameplay you automatically get more HP and MP. And if you are in more difficult areas for longer times, then you will get even more.

90: Don't be in the cursed area for too long. Your HP and Map max will be reduced! However it is such a tempting place to be..

91: Areas with fog increase your HP and MP max.

92: Areas of sun deplete your HP and MP max.

93: Areas of wind makes you lose inventory.

94: Areas of snow increase your stats.

95: And magical areas like the forest teach you magic.

96: Checking off questions. Those checked off are answered by the people you talk to.

97: Having a want list. You'll be guided towards the things you check off.

98: Depending on who and what you are some random battles don't contain enemies but friends.

99: Depending on who/what you are will determine the enemies in a random battle or enemies present.

100: If you are a knight you may enter a kingdom. If you are a wizard, a magician-village.

101: You earn pass codes to enter certain places, which expire.

102: You collect pieces to shapeshift into something. Like putting dragon wings with a bull's head.

103: You can create idols from things like precious stones and gold, or just clay and crystal. The better the idol the more power it grants you.

104: You can place those idols in places, granting you more power there. You can make them on the fly.

105: Some magic takes days to have an effect.

106: Some magic is unpredictable or has not an exact effect.

107: You can send bad weather to other parts of the world.

108: You get free water once a day. It helps a little like with health. But if you want better health potions then it costs.

109: There are safe places to camp out but dangerous places as well. You can get a free sleep in the ally of a town but are at risk of being robbed. But the chances of that are much lower to none if you are a powerful well equipped player.

110: You can wash yourself in the game. It removes impurities, it gives you temporary greater health until you get dirty again. Or if you are poisoned then taking a bath will remove poisons.. or curses, too.

111: A special item lets you hear and see spirits.

112: The strength stat is related to how much weight of inventory you can carry.

113: You can panhandle for money. You just sit awhile in the game listening to music while people hand you money occasionally. Depending on the area you are given more or less.

114: You can rest swords in places and depending on the area they will be infused with certain magical properties over time.

115: You can build the ultimate sword. The most powerful being one rested on a great "mountain of the gods."

116: And you can build the ultimate wand. You can have a dozen priests bless it giving it greater and greater power. You can soak it in the magic pond for a few days or do other things to increase its power.

117: Messages can be sent out of reports or requests, and so answered. For example you may obtain things that way or receive help.

118: Food being sent back to a dying planet.

119: A black hole leads the game into a different dimension, a fantasy world. And the escape from it.

120: All new stats. There have been defense, strength, vigor and others. But *sensitivity* could make healing spells and antidote/ remedy spells work better. *Fear* can make more enemies avoid you. *Influence* can get you better bargains. *Greatness* which you get when you can easily defeat enemies gives you more experience. *Concentration* can be a stat for overall attack power and defense. *Mastery* comes from versatility of the attacks you perform. *Solidarity* increases your power in a sole fight. The more you fight alone the more powerful you are alone. And the idea I have is that there is a quite large number of traditional and new stats to kind of document the nature of a game.. to give it a lot of substance and reference to use.

121: Past level 99 you become a god, changing form, acquiring god like abilities.

122: You can magically change to your light or dark forms. The light form heals better. The dark form attacks better.

123: Or that as a copy of yourself with up to three of you playing: your light, dark, and regular form ready to use.

124: Instead of a hand that comes down, grabs you and places you back at the start a mouth that swallows you and spits you out back at the start. Not a wall hand but a wall head.

125: The blue, red, green, brown, black, white, purple wand. Each lets you interact with things the same color. It each lets you attack anything on screen of that color.

126: Spells that give life to things.

127: You can capture light and throw it out as power. Is a powerful weapon you can only use in daylight. Can be charged.

128: An area infused with magic difficult to survive in, facing powerful magicians, evil spirits with power, but if you survive you will learn to use magic for the first time.

129: The people won't listen to you but if you could convince the Great Dragon then maybe they will.

130: You save a dragon's life and in return you can summon him/ her.

131: You can have a healing crystal blessed to auto cure you in battle a number of times, at a price from a priest.

132: You can program how an android will help you. You can teach a summon creature how to help you. You can teach summoned creatures new things.

133: As long as you have food you can summon a beast to help. Each has their own food. Or you can turn a beast against your enemy encounter. You can befriend beasts to help.

134: A magic whistle used to call forth help. A summoning item. Play a short musical phrase per call.

135: Summoning a beast so powerful it can demolish a castle or cathedral.

136: Freeing a chained beast that can afterward be summoned.

137: Paying someone to resurrect you beforehand.

138: Getting out of the grave through magic.

139: A spell that let's you breath underwater. A spell that lets you fly over a mountain. A spell that keeps you warm in snowy regions.

140: In the game your goal is to gradually become a god through magic. You are your own design of that god.

141: You can cause great rain that the more you cast it the more forests and things appear. Or you can cause droughts and reduce the world to desert, cause snow, etc.

142: You cant go through the desert with a magic cup that always has water in it.

143: Your magic cup generates potions in it. Like once a day. You can get magic cups in the game.

144: The best deals and chances come from the well dressed.

145: If you tithe to a church something good may happen.

146: You can collect weapons and things and create your own shop to sell them.

147: You can buy a pre existing store. Or you can buy any number of different places.

148: The Curse (a disease) is going around. If you cure someone with a hard to obtain potion then they will reward you.

149: At the last day of every month they break away a little more at a gate through lunar magic. In a years time they have opened up that realm. Will this be good or bad?

150: The nighttime can be very rough and tough, but if you make it to the dawn then all of your energy will be restored.

151: The gateway requires special bars or stones to close off the dark realm. The spirit stones must be freed to return.

152: A game adder device that lets you add things into the programming? Instead of changing things adding things to it.

153: A sun of three colors. A world in which the game may have a red sun sometimes, or a blue one at other times, each having a special meaning in the game.

154: Or a moon the same. When the moon is blue there are no monsters. When red there are very many. When gold colored many riches are found and when green you may enter different dimensions.

155: There is a magic weight that when two stones are equal then they can be brought together for a "double stone," something of double the power.

156: A gather wand. Or a thief wand. It brings in power from enemies or spells cast by them. If you choose to defend with it and are stricken, it absorbs the magic or weapon.

157: Instead of an owl or a fairy to receive advice, a messenger from heaven.

158: Having a sword that comes to life when it is hit with magic. It then counterattacks.

159: Weather effects are seen during random battles and degree of sunlight as well. And things may come from the background or background images may come to life.

160: An objective to cause war and chaos as a benevolent being.

161: Instead of going down into a dungeon being dragged down into areas of hell by evil spirits. Instead of uncovering dungeon areas you call on those spirits in different ways, like with a special whistle. Or you may lay a rose at a grave somewhere.

162: A multi part idol as an enemy encounter. Like the arm, legs, head, etc., dispatched one by one.

163: The mage that dies if all his/her MP is used up or lost. Or oppositely, doesn't die until all HP *and* MP is gone.

164: Having Survival Points. After all HP is gone then more will be added. Depending on your Survival Point/ Level more or less will be added as Final Points.

165: Having Gift Points. They are automatically added up during the course of your battles and may be given to any character at any time as desired.

166: a defense spell or option that turns you into stone completely unable to be harmed until you turn back. Only you can't attack or do anything until you do.

167: Magic dust from a grave. Magic leaf from a tree. Magic coin from a pond. And.. and..

168: Different currency from different regions but everyone likes gold.

169: Richer territories have a currency more valuable from area to area. To get money there is to have more valuable money elsewhere.

170: The four regular buttons on a game pad used to control earth, fire, water, and air. Like the air button is used to breath under water or to float, the earth button pounds the ground or breaks apart rock.

171: When rain falls it cures your characters.

172: Inside a dungeon or inside hell there are areas that you are dragged into which are worse than others. So you've got to avoid the evil hand or spirit that does.

173: There are mini bosses if you don't slay they will evolve and strike at you later.

174: If you fall down a pit you don't die. Rather you land in a more difficult area and must get out. That's all there has to be to that. Or the game can have special shoes that let you rise out.

175: Four kinds of weapons for four different use meters. Each take up points from their own meter. Or with magic a separate black and white meter, maybe a gray one too. And green, yellow, red, and blue potions to increase four kinds of things.

176: Trapezoids to climb on top of and pray at. You may pray from a list of things, one prayer per trapezoid.

177: Instead of a tent to buy and use to heal you buy wood for a camp fire. Wood can also be gathered for it in certain areas.

178: A torch to use at night scares off enemies. No random battles or encounters at night if you have one.

179: A restaurant of magic potions and foods.

180: Closets that contain things like a knight or mages wardrobe, swords, shields and wands.

181: Resting beside an evil rulers domain is an abandoned village you may pillage.

182: If you do three things a God asks from you you will be highly rewarded. And you have a list of things to choose from.

183: You can align yourself with a number of gods. Each have their own sorts of rules, customs, and expectations. And each their own rewards for following them.

184: Instead of summoning having gods. To sacrifice, fight, or pay homage to them grants you their power.. for as long as you do.

185: A ritual like being in a pentagram circle to summon demons to help you. You never know which one will rise up. And it can be a dangerous thing to do if you are weak.

186: You can align yourself with a religious cult and be given its power but you have to protect them when the time comes. Or you must at least fund them and provide them weapons.

187: If a fairy follows you in a cave they will show you the way through.

188: Traditional demons as a thing to summon. They are summoned based on your area. Such as Leviathan when out at sea. Or Pan if you are in a grove.

189: Powerful magic comes at the cost of HP. Magic that can build power from turn to turn while you cure yourself. Then to unload especially powerful magic. Or having a thing like a boost stone or two.

190: Magical crystals that lose their power over time. Some stones large than others, some can be recharged.. like magical batteries.

191: A magical flame of which whatever you throw something in something new will be given you. Throw your old stuff in from town to town and get something better.

192: You get the powerful help of a god. But every time you enter a new village you have to throw your old stuff in a pit to honor the god. If you do not, all of your weapons will be cursed.

193: At midnight the witches gather and dance in the grove. On Halloween Pan joins them. If you dance with them you can join the Sect of Pan. Witches will help you out in the game if you do. That includes things like learning to make potions and buying magic items after the ceremony, each midnight.

194: You can make of yourself a god. You choose from a list of things to evolve. Will you gain wings, or a magic hand?

195: You can pick and choose from your sect who will assist you on your journey. Instead of class based things more sect based things.

196: Honoring certain gods makes it forbidden to go into certain areas. But also grants access to certain places, including a heavenly or hellish domain.

197: You have a special item that lets you go back 20 seconds at any time. An item perhaps hard to obtain but very useful.

198: An item that lets you skip a certain area or portion of one.

199: Every stage has a well hidden item that makes the upcoming boss fight much more easier.

200: You get musical notes one by one. According what notes you have enabled you to perform magical melodies. And maybe not just note but duration, too. The whole note may be the most difficult to get. And on top of that there are many musical instruments, each with their own effects.

201: Having "scent magic," coming from different flowers. The magical flowers provide a scent that lures in spirits. Or magical perfumes to buy doing the same thing.

202: Some food transforms you into a beast.

203: Owing a god. Like when you are defeated they offer you new life at a future cost. If you fail to pay them back they may end your life suddenly in a future fight.

204: And the more favors, worship, offerings you give to a god the more you will be blessed by one. Like to suddenly be given a great sword.

205: Earning continues/ continue items. Even in an RPG. If you are defeated you may continue with them. Or in a platformer you may buy continues.

206: More area to a random battle screen. One with enemies further above or below in a pit, or dragging you into the sea when a random battle is next to one.

207: Quicksand that if you fall inside there is an enemy encounter, or gold weapons maybe.

208: The platforming may be hard but there's an ability you can acquire to jump better and another that is a spirit who will save you from a fall.

209: An evil being may give you something outstanding.. if you are willing to give him one of your party members.

210: There is an arc of power. You can only cross through it if you've gained a suit of armor. If you pass through it you are given some power.

- 211: A doorway opens to a different place depending on a set of secret knocks.
- 212: Or doorways opens to different places based on cards, codes, or just who you are.
- 213: Instead of charging a weapon charging armor.
- 214: Charging into a beast like a wolf or dragon using a special item, a special sword perhaps.
- 215: Charging a item does different things: makes you temporarily invisible depending on the length of the charge, charging to become quicker, or charging to cast greater magic.
- 216: Instead of getting four heart pieces to increase health getting four things to become a different character.. one greater.
- 217: Instead of an attack trigger a block trigger.
- 218: Instead of a vine into cloud land a prism into rainbow land.
- 219: Instead of a flag and a certain checkpoint having a flag you can place anywhere for your checkpoint. And you may buy flags to do so.
- 220: At the end of a level something like a golf strike, using a javelin, something sportsy that give you possible one ups or something.
- 221: Getting cards during the level. At the end of a level using your hand like in poker or blackjack to possibly be rewarded with a good hand.
- 222: The money is always spent at the end of the level among a few choices. You jump up at what you want and can buy things better or worse depending on how much money you have gained. Or you may choose to save your money.
- 223: If the boss doesn't hit you once then you may take his power after you proceed.
- 224: A board game kind of thing after every level. The better you do the better you can move around on it, being rewarded more or less. Or you can play that board game *when* you want to at any time.
- 225: An item effects what happens when you walk down a path. Like a magic cane that restores health or another that restores MP. And each character can have a different one.
- 226: If you hit a life arrow into something it becomes alive. Even a tree or large boulder.
- 227: Like Ghosts and Goblins with a suit of armor but also a wizard robe and beast transformation.

228: An airplane shooter that also lets you land on the ground at any time to fight. And you can get into a new plane to fight.

229: There is a library in the game where you can carry a few books at a time containing things ranging from maps, hidden treasure, spells, alchemy, and so on.

230: Not just a blue flame to burn down a bush but a green flame too.

231: Something in between a random battle and an on screen enemy, like only seeing their shadow. Or having a couple seconds of choosing if you want to fight them, otherwise moving. Or flashing images that roll across the screen revealing them, as per an item.

232: A grid of random battles. When you reach the bottom you are rewarded. The shorter way from left to right is less rewarding.

233: Depending on what you carry through an area different places appear at the end.

234: There are fairy stones. Depending on what stone you cast into their pond, you are rewarded with something.

235: A pond can be uncovered inside which are magical pearls.

236: Instead of dungeons there are caves and caverns. Torches to light, minerals to get and use. Special plant life. A maze like area. Sometimes containing graves and spirits. Spirits to set free perhaps. And a major item at the end.

237: Instead of a witch in her home selling potions one selling paintings you can enter like a platforming level that rewards you at the end. *A fantasy realm*. Or her ability to transport you to mythical lands.

238: Books that take you into a mythical land that are presented like a story.

239: The witch will reward you with a spell if you acquire an item from a place she transports you to.

240: Reconnecting a witch with her lost sister will result in her giving you a very powerful spell book.

241: A staff that can turn into a King Cobra. A feather that can turn into a bird. They help you.

242: Watch out for the enemy that can transport you to a terrible place.

243: But take advantage of the being that transports you to a beneficial place.

244: And some beings will save you in the nick of time.

245: He stops you from entering if you don't have enough health or the approval of a god.

246: Saving the shop keeper from certain doom he gives you some of his inventory. Or saving a wizard he teaches you magic.

247: Doing favors/ errands for the shop keeper gets you items. She or he may send you out looking for a special item which s/he buys from you.

248: A torch of four colors of flames. Green, blue, red, and yellow flames. They light up the darkness with their colors. They..

249: "A friend in need is a friend indeed."

250: You can hire a treasure hunter to come along with you in finding it. Different treasure hunters know better or worse things. They have the maps and the help you need. Will cost you. And the end you can bargain as to who takes what.

251: Placing an orb into orb holder gives you a weapon, spell, or defensive item. Three different kinds of orbs for what you want.

252: Casting something in a pit will make it a pit no longer.

253: Casting the strongest fire magic on a spike melts it. Or also casting it on a gate melts it, allowing for passage through.

254: Casting the strongest ice magic on a body of water freezes it solid.

255: Special boots are needed to travel through the swamp.

256: An old abandoned vehicle can be taken and made able to drive again from the help of your mechanic friend. Another person can make it fly if you can find him. And the game has mechanics that can fix things like mech armor. That could be a useful character you have in the game. A person that can fix just about anything. But s/he may come up with a list of what is needed to fix them.

257: If you dip your sword into a flame it is given greater power, temporarily. If you dip your cane into water it gains healing magic temporarily.

258: To have a sword that doesn't break you must put it in a certain fire for awhile.

259: If you throw an idol into a flame it comes to life. Or if you play a certain melody in an area it does.

260: Playing a "life melody" brings just about anything to life.

261: Before bringing an idol to life to help you placing an item in their hand: a sword, a wand.

262: Being able to equip your summoned being.

263: Monster seeds. If you plant them in the ground monsters will come up. You can choose your random battles.

264: Taking a picture with a magical camera lets you see spirits. If you feed them the right food they will follow you around and help you.

265: Taking a picture to steal souls.

266: Having a aura, like blue or green energy, each indicating a particular thing, like current strengths and needs.

267: A trident lets you swim under water.

268: Return the trident to Jupiter.

269: A spirit sells you under or upper world things.

270: Perished knights buried with their treasure. Their spirit leads you to it.

271: In a racing game.. an item that lets you go through other cars. Lets your car transform into other vehicles "like a transformer," Lets you bring down a bridge to another route, anti gravity must be charged, depleted energy prevents it. A thing like a magic key opens up a door for goodies. There is a door that is only *sometimes* open. It has the best path, the quickest with rewarding things on the other side. And you can stop and wait for it to open but at the cost of time. And there is an item that lets you switch your vehicle with another player's vehicle.

272: A cutesy character can summon her stuffed animals to life.

273: And another can summon their toys to life. Or something like a magic item inside meal from a village's food store.

274: Buying lesser and greater maps. The regular map is plain. The more expensive opens up safer paths and pin point treasures and expected enemies.

275: Having a scout character provides you with a picture of enemies in any area, their HP, their weaknesses. Or such information can be bought in town.

276: An army of people controlling robots from a great distance. Or to be able to control robotic machines and androids from very far away. You never have to leave home to do so.

277: Buying a robotic machine/ android to give you virtual power.

278: Metallic wings as a shield.

279: You can ferment things into potions. You gather, bottle, and store it for later. The longer you age it the more valuable it becomes.

280: There are many regular fishing games but no alien world fishing games or hunting games that I know of.

281: A deep sea fishing game. To go out into the vast ocean to fish. Getting money for nice boats, rods, sonar devices, etc., to do so.

282: A great city that has gambling, sports competitions, old arcade game machines, puzzle games, a racing track. You name it.

283: An occult video "game." Has it all: tarot decks, runes, magic dice, astrology, numerology, demonology, and serves as an occult dictionary.

284: Implementing more traditional magic into a game. An NPC that reads you the cards, the cards speak of things that are to come, randomly, but will as the deck indicated. Like getting a lucky number. That number has a special meaning for the day. And by reading your horoscope you can know what to expect.

285: A "game" that lets you present your music before an online crowd. You can make music videos in it and post your music. The more likes/approval points you get for your music the better the venue you can "perform" in.

286: Or something similar with other arts or writing. Like a book store in one area, a museum in another.

287: Ages of the Composer, a game that lets you learn about classical music. Going from baroque, classical, romantic eras, learning how to write music like them. Getting approval from Mozart. Living in any musical period.

288: A game in which you are in a 1930s mob. Or you are Billy the Kid, or Bonny and Clyde, or a mix of these.

289: After you learn white and black magic well enough you can start practicing gray magic. Or at first you are dark, then become light, and afterward gray.

290: Weaker enemies will scatter if they see you are powerful. Then you won't have to fight weaker enemies.

291: A kind of light that scatters enemies away. Or a trumpet. Or a loud screech from a female protagonist. Or a growl from a man, one like a lion. *In your lion form. In your witch form.*

292: When you cast a spell you use magic words. You can learn magic words. You can mix sounds for new spells. You can be taught many many magic words from wizards in

the game. And ones that are better than others with generally the same sounds, just not entirely.

293: Rooms with different colored light orbs. If you stand still for a minute on one different things will happen depending on their color.

294: Standing still under the sun or moon for a couple of minutes causes something to happen.

295: "Gather" stones bring to them different things like magnets. As you walk about things near will come to you. Or you can place them in your home and find things there later.

296: In a racing game a stuck in place part of the road you must avoid. It can cost you about 10 seconds.

297: A crown whose jewels make you king over beasts, creatures, spirits, and monsters. Each jewel to obtain does so.

298: A sword whose jewels give you power over all beasts, creatures, spirits, and monsters. Each to obtain does so.

299: A shoe that can be empowered four times. First to dash, then to stomp, then to fly straight up, then to fly or walk on air.

300: You are a wizard in a side scrolling game that has a wand of many powers.

301: In a side scrolling game you can become many different animals.

302: A Tri-Side of light, dark, and gray/shadow.

303: A light and dark realm, also a gray/shadow land. In the shadow land is both good and bad.

304: Finding the Master Bow (The Great Elven Bow or another name) and later wrap it with The Devine Ribbon. In an ancient war land Great Arrowheads can be found and used.

305: An arrow that turns into deadly snakes. Or one that makes things into gold or silver.

306: Riding on a great fish speeding quickly across the ocean to a far away land. Could be Leviathan.

307: Making friends with a demon that can let you enter into hell.

308: Releasing a bottle of flies at the top of a trapezoid creates an evil all seeing eye above it.

309: A few ideas for fairies:

Find one in a bottle. Only a certain person can release it. If you do it helps you in some way such as bringing you to The Mother Fairy.

Having one as a party member.

Turning into one.

Using one to enhance weapons, magic, or items.

Becoming a small fairy to enter into fairy land.

310: Having summoned beings from old mythologies that haven't been used in a game before. I think Agnes might be one.

311: With enough deaths you are sent to another realm for help.

312: If you die in one level you can't repeat it. You'll be sent elsewhere instead. Like a soul venturing through many lands.

313: Wells instead of pipes to go into. Climb a rope to go back up. And wells have coins at the bottom, especially in more public places.

314: Thorny areas crop up to thwart you but can be burnt down with fire.

315: Jumping on grapes that squish. Cherries fall from trees and come to life.

316: Avoid more powerful winds that can toss you back to the start of the level. Confronting a great wind that only magic can stop.

317: Smashing ice blocks with a hammer to get an item, or melting the block of ice. Maybe you are a dragon or can become one that has fiery breath.

318: A ladder may randomly come down from heaven/an upper area that you can climb.

319: Having a winged horse to call down. Or a black horse with black wings and two horns as an enemy comes down.

320: A flying enemy that takes your weapons. Don't crush its eggs.

321: Don't step on a grave or you'll be pulled down.

322: Instead of a sun in the sky attacking you, a head and two hands. The head may command you. If angry will throw lightning or fire down on you. Or if you harm a particular enemy it will appear.

323: Calling forth the help of a god to do the same to the enemies below. And the two hands can play drums.

324: A sedative fungus makes you very slow for awhile so don't touch it.

325: Letters to collect to spell any number of things to get something. It's been done before with *one* word. But I am suggesting many possible words such as "life," "power," and "bonus."

326: If you can bring a bowl of water back without getting hit and spilling it.. Or maybe a chalice to an altar..

327: Some enemies will scare away the animal you are riding on. Others may try to take it from you.

328: If you get through the level without getting hit you will get an extra life or continue, open up a bonus room or will be able to open a special chest filled with something nice.

329: Hitting a brick from below causes many boulders to fall down. Maybe enough to reach an upper area.

330: You can be swept up higher into a cloud as through a gust.

331: Three bricks together. Different combinations of hitting them (like hitting the third one first, the first second, then the middle) causes different effects: like getting a power up or item. Its programmed to always be random.

332: Something swoops down quickly. If you jump on it just in time it brings you to a special area.

333: A star dives down at you releasing stuff that harms you.

334: A great bird dives down and takes a magic orb. You have to get up to it if you want to have it.

335: Weapons are pre determined from level to level. For example level 1 gives you an axe, level 2 something else. But on top of that you can get additional weapons. Or from level to level your weapon automatically upgrades.

336: Before you start a level you are given a random weapon. Or after the first level onward.

337: There are bricks with letters on them to spell things out. Whatever you spell is what you get.

338: Instead of a mushroom or coin coming out of a hit brick a weapon or a shadow player. Or instead of a dinosaur to ride a creature that helps you out.

339: Three keys but only one is right. A pyramid will appear turning and will stop on either “yes, no, cost.” Yes let’s you freely pass. Cost lets you pass at a price. No means you cant cross at all and must find the right key.

340: A weapon has a meter its own. The healthier you are the stronger your attack. As your health goes down so does you weapon power. If you exceed health points your weapon becomes stronger.

341: Having to take a picture back to prove you slayed a monster, then being rewarded.

342: For every ten monsters you slay you get something.

343: You can sell the pictures you take.

344: You become immune to spells like poison. If you do you can cut through a poisonous area. Or immune to a spell like fire and can cut through the burning plains.

345: A spell called vine that wraps around your foe. And one more powerful: *thorns*. To have plant based magic.

346: A spirit chained, break its chains.

347: Instead of a squid in an underwater area a *giant* squid. Or an octopus, a sea horse. Jumping on a sea horse and riding it underwater.

348: Instead of hammer brother turtles a football rhino. And some other oddities:

Strange looking beetles over walking mushrooms, snake heads coming out of pipes or a hole, a sea horse head comes out of a well, you jump on it and can swim underwater. Carpenters that throw axes. They have Mohawks. A face in the sky that cries, try to catch their tears. A skeleton comes out of a well like a plant comes out of a pipe. A walking tree that throws axes at you.

349: Thorns instead of spikes.

350: When it spits fire at you you can make a torch from the fire.

351: A flying enemies’ wings are taken after you stomp on it.

352: One throws a rainbow you can climb. Or put a prism under the light, it makes a rainbow you can climb.

353: Beasts in armor whose armor may be taken.

354: Being a lobster underwater with the lobster suit.

355: Clams that come out of water and spit pearls at you.

356: Walking dynamite instead of bombs. If you land a fire ball on it it’ll blow up your enemies.

357: A tree to inhabit. Jump on a walking tree and it'll turn into a log. You can get inside a hole in it and roll. Or get inside a large tire and roll.

358: A whirlwind spell that turns an enemy around rapidly and makes them lose their things, which you can take. Or the same happening to you.

359: You can run to get through quicker but some beasts will chase you if you do.

360: A flashlight of different colored lights lets you see different things.

361: One person/thing by day, another person/thing by night.

362: You can shoot a copy of yourself out like one bouncing forward as a wave.

363: You can put your money in a bank and gain interest.

364: Every town knows your quest and importance and give you items freely (to an extent.)

365: The King is looking for a worthy fighter and so conducts a contest to find one. If you win the competition then you are hired for the quest.

366: You are part of a religious sect seeking revenge for a member that was executed due to heresy.

367: Riding a dragon of three kinds: fire, air, and ice.

368: You can't stomp enemies without stomping boots. So stomping itself is a power up.

369: Sharp crystals they grow and can harm you like spikes.

370: There is always a place to land on when jumping down. And those things indicate that something is above.

371: You can tell that something is far above you by the shade in the area.

372: An RPG or game that makes a movie of itself, just like a movie worthy of being posted and watched online.

373: The more hearts you collect the less the enemies are aggressive toward you. Or the more you are like them, as made by appearance after getting certain items.

374: Instead of a heart for health a red rose. For magic, a blue one. For power a black rose. For money a grey rose. For extra life a white one.

375: A block that has small question marks floating around it. Or has exclamation marks bouncing around it. Just for more style.

376: If you get a glove you can pick up small enemies. If you get a better glove then larger ones.

377: Tossing down a slinky like thing down a staircase to remove the enemies on it.

378: A church infested with monsters can be abolished by reaching the top and ringing its large bell.

379: Doing things for a spirit so that it can finally find rest.

380: You can't fly without a bouncing pad. Or a speed ramp.

381: A bird above drops a feather. If you catch it you'll be able to fly.

382: Three platforms to jump on. Only one of them contains coins. That one has to be jumped on first to get them.

383: You can extend the power of your weapon by sacrificing something.

384: After each time you get a hundred coins the screen automatically asks if you want to buy something or save your money, showing you what can be bought.

385: A hundred coins is worth more than just a 1-up.

386: 100 coins for a 1 up. 150 for a power up.

387: Instead of a hammer a ball on a chain (with a staff.)

388: A staff that shoots out shuriken on one side and has a blade on the other.

389: A skeleton horse to ride, or better: a unicorn skeleton to ride. Or a dragon's skeleton, depending on the ones you defeat. Or they can be enemy bosses at the end of a level that later you have to use.

390: The choice to play as: a witch (can fly on her broom) a warlock (has destructive powers) a wizard (can have a powerful effect on the elements) or a magician (a mix of the other three.)

391: You find a run down horse carriage with the skeletal remains of four horses. You can bring the horses back to life and go some place special on the horse carriage.

392: Brining other things to life that you can ride on, such as a blanket.

393: Getting the witches broom from the branch of a special tree. So like being in a forest you can take one and go someplace far away on.

394: Special magic symbols that are drawn onto the lost witches home will return the witch from the other realm. Or you learn magic symbols and drawing them on certain walls have a magic effect.

395: Restoring the over lookers.. eyes above a trapezoid that look over earth/the game planet. Or oppositely, piercing the evil eyes that can only be done with special magically invested swords.

396: A massive place on the weekend (a flea market) you can go to that has a great deal of things. A shop full of much more items than is typical. And the lot changes from weekend to weekend.

397: The shop in a side scrolling game is always above. Instead of being loaded with coins there are shop keepers up above, or maybe below.

398: For every 20 coins you get a power up. 20 red coins fire, 20 blue water. Something like that.

399: You pick up a plant and throw it in water, it will grow an upward vine. You climb up there, what will you find?

400: The pit is covered with ice. If you melt it you can go below.

401: You have to have a special chain and lock to lock up a dangerous beast/ dragon/ demon.

402: Flying ability is temporary. A magic crystal needs power to let it fly but it will lose its energy.

403: If you jump into a ball you become a ball. If you jump into a spiked ball, a spiked ball. And you can also become a slime ball.

404: A sticky hand weapon you throw, the hand sticks onto something bringing it to you.

405: A sticky ball on a string.

406: Slime falls from above, don't get stuck on it.

407: A thick aura like a force shield around you that thins out each time you get hit.

408: At the end of every level there's a boss blocking the door to the bonus room. You can skip him and move on. But if you defeat him you may go into the bonus room.

409: There is a large box that you throw things in. Depending on what you throw into it you are rewarded with something.

410: Fire balls cook enemies.

411: There are three ways to beat the game. A platformer going up and up, down and much further below, or forward a long ways off.

412: A small tank not really a tank. Instead of shooting projectiles it sucks in enemies like a vacuum. Stealing their power. Or the tank may transform accordingly.

413: Depending on what power up you had prior the tank has, too. for example if you had a fire ball power then the tank can shoot out fire. Or with a flying power up once in the tank, can fly.

414: Drop a gift to the gods on the ground below them and a ladder will come down for you to climb and greet them.

415: You can cross the waters at the cost of all of your inventory. Or you can take the dangerous path around it

416: You hear a sound of a trumpet. If you press a button at that time then you'll enter into a heavenly realm. Or the sound of a gong a special battle.

417: As you progress in an RPG the main themes add a little more to it. Like an additional melody.

418: You can give certain enemies wings and fly on them. Like you hit a brick, wings come out, go toward the enemy and then so.

419: The more you give to a dragon the more helpful he becomes.

420: The gate has behind it vicious dogs but if you feed them you may slip past them.

421: A magical swing set at the end of a level. So you jump on and jump off. Jump off landing from high enough will give you a 1 up.

422: A rubber band like thing shooting you high upward.

423: A water power up that brings a lot of things to life. Or grows things very largely like a beanstalk leading you upward.

424: If glass shatters don't step on it! If a stain glass window is shattered by you then a demon will come forth.

425: A tree bursts out of the ground that you can climb upwards to a special area. Maybe it needs 5 special waters to grow.

426: You are a four armed warrior that can have four different weapons in hand. Or can become a cat and climb a tree. As a mole you can dig underground. As a wolverine you can slash. As an octopus you can grab and squeeze out the energy or power of something.

427: You can become stronger with a power up. Gain big muscles to lift heavy things. Or slimmer to squeeze through things.

428: You can call down lightning in a side scrolling game, choosing where it will land. You can harvest the power of a sun above to a certain amount or degree. (It gets weaker the more you do until is no more. And then it gets dark..)

429: You can call down thunder to remove an obstacle. Like a blocked doorway to a cave. Or to a floor below, maybe a dungeon. Or a tree in the way.

430: A Lockness Monster peers out of the sea on rare occasion. If you spot it something special will happen. It the same with big foot or a giant squid.

431: Bring a certain person to a tower (a lost love) and the gal inside will toss down a ladder you can climb.

432: You can take pills for more strength or one to change form. One for more power, etc., but they can only be used once every day. Otherwise: you'd overdose.

433: The symbol on a shield relates to its power.

434: A platform only raises if you toss magic dust on it.

434: The goal isnt to collect magic crystal or orbs, but crowns.

435: In the underworld—a special place only a true hero could get to, is a vacant throne with a crown on top. By getting to it you are given great power.

436: Every time you die you must either bribe the doorkeeper or escape from hell.

434: Symbols like stickers can be placed on many different things, with magical effects.

435: You can design the *look* of your car to great detail. Maybe it costs a lot of in game money earned by racing and can be sold to other players.

436: Ask the People of the Sun Gods to stop the tumultuous rains.

437: After you defeat an enemy you get a code that when inputted in a special place rewards you with something.

438: Your quest is to find that greatly powerful magic book that was banned, said to have been destroyed in all of their numbers. But a quest worth taking.

439: A wand made to burn turns into useful magic dust. Or the branches of a certain kind of tree.

440: An enemy can catch your fireball or weapon sometimes and throw if right back at you.

441: Some enemies must be stomped the right way. Not a spiked shell but a spiked crown or horns on head.

442: Some enemies rotate as such that you can't stomp them until their spikes are downward.

443: A thing in a cloud above you drops magic dust on the enemies below granting them more power, as through a transformation.

444: A better suit makes an easier route.

445: A thing in the sky drops magic dust onto the terrain below transforming it, creating hills and things. Or the terrain is always shifting. The level is never the same. Or perhaps only when there is a "magical storm." The lightning can create pits. An earthquakes shift the environment.

446: Different colored blocks. Red, green, blue, yellow. If you put four together then something special will happen. You could add to that different shapes of blocks.

447: A wheel to add to a vehicle or skateboard. First find the wheel then find the board. Or bring a gas can to a vehicle in the level.

448: In the random battle you find a person behind the monsters in a cage. If you free them they will return to the nearby village. A sage for example, another a merchant, a knight maybe. Returning to them they will help you. The sage gives you a new spell, the merchant a bargain, the knight a sword.

449: You can pick up a bottle with a fairy inside, smash it, and she will help you. *More like in a platformer.*

450: A basket ball hoop in a side scroller.

451: A meter that goes up. As long as it is full you will get *better* power ups. Or an RPG feature—the higher the level the better your power ups will be.

452: Different colored stars to make you invincible longer and lesser times. A red star gives you longer invincibility than a yellow one. The green one may also give you a 1 up.

453: After you kill an enemy his soul comes out and you have to avoid it or it'll possess you.

454: Riding on a giant centipede. Flying on a giant fly.

455: Looking for the magical strings for a lute. With those strings it has magical powers.

456: A musician as your character, as in an RPG a character using gold or silver bells, a magical flute, drums with different leather tops, even a key board.

457: A magical cube to catch enemies. Or to gather them from hell. Or open a new dimension. Or that opens with many different magical keys. Maybe four – one for each side, before something special is released.

458: Choosing what martial art form you will use before you start a beat-em-up game. For example you can use karate, ju-jitsu, Judo, or Kung Fu. That determines the moves in the game.

459: A game that uses real herbology in it (like occult people practice.) Individual plants have powers. Mixing them greater powers. Casting a spell with them can also be done.

460: A light from the sky shining a circle of light on the ground (like a spot light) will transport you elsewhere, pulling you up. For every color a different place.

461: A futuristic racer with a power up help from above beaming energy down upon you. It can be shut down by your opponent in this racing game.

462: In a platformer: if you fall off the ledge it is gruesome, you will land right on spikes or fall into a pit of acid.

463: The world map like in a platformer has a light and dark side. The light side comes after beating the dark side. The light side is full of rewards.

464: After you reach level 99 you are given *every* in game item. Or so after you beat the game, or both.

465: A bar in the village serves mixed drinks as power ups/potions/status changers. Has music inside. Interesting people enter after a few drinks.

466: There is a safe underground tunnel to travel through. Its entrances are well hidden. And a yet lower level and another. Or differently, are full of things to fight. And it may be your prerogative to clear it out. A whole town can be found living underground – the game is largely upper and lower world.

467: Coins with different faces like regular ones. A dragon on one, a fairy or something on the other. Coins can all be for money, or some coins for other things if you want, like power ups or 1 ups.

468: A coin that flips. If it lands on heads you get a 1 up *but* if it lands on tails something bad happens.. or nothing at all.

469: You can use your coins for mini games. Like an arcade machine within the game. If you win that mini game something good happens.

470: After you win you select a note to place on the music staff. You slowly make a composition that way.

471: The player that makes the winning strike has *their* melody play after the team has won.

472: Different random battle enemies different music that plays, somewhat. If that enemy is over powering you then harder music plays.

473: A game that puts on display your real world possessions.

474: A game that resembles the real world and real homes.

475: Making a game largely biographical. Where you were born is where it starts. And what different paths were taken. Or a game of many biographies according to in game inputs.

476: You can double your enemies in a random battle for better grinding. Either by a magic stone you carry or a spell that is cast.

477: Whoever equips and uses a weapon gives it power, evolving it. For example the knight uses a sword, it will gain attack power. A black mage uses it, it gains auto casting magic power.

478: You can turn your enemies into cards as summons. You can combine cards to make new monsters. You can invest magic power in them to make them greater summons.

479: Sometimes during a random battle weapons fall from heaven.

480: On rare occasion the earth quakes, fire and a devil comes up from hell. A very powerful devil.

481: Two kinds of summoners: angelic and demonic. The first calls down angels, the second, devils. You can add to that monsters, those of the world.

482: There is a once a year ceremony. You may wear one mask during it. The mask you wear that day will cause something to happen. So choose wisely.

483: The side scroller has many different mech-suits to enter into. Some let you fly. May be enhanced. Under water ones, too. Take the power of another mech suit. Shrink down, go larger through power ups. Absorb power. Some need power boxes. Some just stomp. Others punch through walls. Some do spin attacks. Others drill. Some dash forward quickly. Others grapple.

484: You can rent your things out in the game.

485: If you stare at a night time star long enough you are drawn into it. Or the moon and its realm.

486: On rare occasion during grinding you get a card of four elements. Get free things accordingly.

487: A stone when placed on the ground will surround the area with random battles or enemies *you* want to fight.

488: You can cast a spell on a treasure chest to make the thing inside better than it would have been.

489: Different types of fighters different kinds of fights and paths. In other words you can take the ninja path and fight only ninjas, or the cyborg path and fight against cyborgs. A "choose your realm" kind of fighting game.

490: Having a mech suit in an RPG. When you level up you get an upgrade chip. A better suit is needed to cross certain areas. Power of them can be combined among players. Suits punch through walls, target bats in dungeons.

491: Four colors four meters. They have more and less power. Like red will have you cast the strongest spell. Green the weakest. So preserving the red meter is important.

492: A fight again option to help with grinding.

493: A very tall tree that needs a special axe to cut down in order to bridge you between one area and another.

494: You have a flute. In the graveyard a short melody plays. If you play the same melody by ear something special will happen. As well as at the lake and other areas.

495: Needing to find four pieces of the paper for a spell. Many several maybe but four per spell and scattered.

496: The four crowns of the four great kings are taken from them, placed in far away areas, and the person who gets to them will rule over everything.

497: To be blessed by a priest (at a price) will stop all random battles for a full day.

498: You can temporarily increase whatever stat you want to with an item. When its energy depletes you will see it shining less.

499: There is a large area of several stones in which a sword may be placed in each. Say 30 or 40. If you put a *different* sword in each then you will gain *The Ultimate Sword*. And for other areas similar things such as a place for magic potions, arrows, whatever else.

500: Having a piece of paper that magicians write on. In order to make a spell they'll tell you who needs to write on it next. Perhaps one knows the magic symbol that must be added. Another the next magic word. And different spells can be made thereby.

Book 3:

Godism 3 Part 2 (Future Uses of Science and Technology.)

Introduction

A lot has transpired over the last century regarding science and technology. And through the 90s until now a lot more. Good ideas are needed in order that scientists and inventors have ideas as to what to create. Science and technology can be used to create nearly anything. If not now but some time in the future. People like *Gene Roddenberry*, presenting ideas sure as replicators and holodecks, old shows showing what can potentially be made in the future, especially if it is desirable, helps out scientists and inventors quite a bit. And many old ideas in these shows, movies, and books have come about, that were once thought impossible, or very difficult to achieve, but now are simple contraptions that anyone can own. Old Atari arcade games like Pac Man used to take up entire arcade machines. Now things such as those can be contained on a card the size of a finger nail.. that is, many thousands or more of them. Science and technology has come a very long way since then.

This book provides most of all ideas for future things. Some of it may sound absurd. That such a thing would simply be impossible. But just remember, that had been said about many things and proven wrong. It helps to have the perspective of what a person would have thought of what we had today, were it presented to him/her, a person from a hundred years ago shown what we have today. And I'm sure the same would be true if we were visited by a person a hundred or more years in the future. But why only look a hundred years on the future? Why not a thousand? As long as Science progresses we may someday be lead by it into a great Utopia.

I don't only have far fetched ideas fir new things in this book. Many things here are highly feasible. My aim for this book is just to present ideas that scientists and inventors can use to make new things. A lot of science and technology hasn't been done yet simply because it hasn't been thought of yet, as what may be done. That include different uses for pre existing or future tech, giving light to its potential and possible broader uses.

Here, then, are my ideas, and I hope you find them useful.

Humans in robotic bodies

My first idea is for an alternative way to travel far and wide, including into deep space. As VR becomes more immersive, as suits that are put on can give you some tactile feeling, hearing things through microphone, faster signaling, speech through a speaker, the world viewable through cameras, a display right before the eyes, and many if these things have been created already. All we would lack is to send out signals faster and farther, and better robotics—as those that can clutch onto things and walk about. Then what? Well we could use them to travel deep into space without being there. Future colonization on, say, Mars, would not require us to go there in dangerous and fragile positions. Rather we could “be” there through these things, work the land, favorably shift the environment to better suited us.

Force shields can do far more than we realize

These are shown on shows and books as only being used for a small amount of things. But their uses are actually very broad. They could easily provide walls for a home. They can protect people, placing a barrier around them—as has been shown, but they can also be used offensively, perhaps unfortunately. They can elevate upward. They can push forward, or toward. They *may* be used to prove propulsion. They can have your possessions better locked away. If it is a certain type of force shield I’m sure it can be used to make clothing. Even clothing that controls temperature very well, that never needs cleaning, and that changes looks, desirably.

They could even make a better and cheaper escalator.

But my favorite of these would be a force shield “hand,” where it is a shape of a hand, that acts as a glove does on your hand. That’s to say if you clench something with the glove, a force shield does too, one that is the shape of the a hand.

It helps to know the direction and shape they can make, when considering their many uses.

Future AI “Slave” Robots and Machinery

Don’t worry about them taking your job. It’s far more likely that due to them resources can expand so well and work costs minimized so much that the government will instate “universal basic income,” that all are given a living wage freely. Then those that work will have far more options and freedom to do exactly what *they* want to do, rather than being made a servant in an impersonal way.

Let’s look a little into the future. Where drones, machinery, and 3D printers are making homes. Where driverless vehicles take you places. Where communication is better done at home, more than ever before. And a new thing comes to mind.. that if work cannot be

automated in any way, and that such work is possible through a kind of VR robotics, then perhaps you can work at home in these ways.

Maybe AI can detect when you are doing something the city or a person wants you to do. Mow someone's lawn. Pick up litter. And AI that recognizes that you did, could pay you for doing so.

Maybe DWI will be a thing of the past. That would very much lessen the jail population. That would save many lives. That is, with driverless cars.

Companies like grocery stores for example are beginning to set up driverless vehicles, much smaller than a car, only needing size enough to transport groceries, are transporting them via driverless vehicles. These vehicles don't need a steering wheel. They don't need a lot of the things in human operated cars. So they can be smaller. Even cheaper. Once the software is perfected with it, that's it, it costs no more than *a copy* of software costs. I certainly see a lot of good coming from uses of AI.

We have things now that can answer any question. They are going to come right into the palm of our hands. All of the world's knowledge.. in the palm of our hands. Volumes of information readily accessible. *And that day is today.*

A great reduction in crime

Some of the most abhorrent crimes can be stopped as well as those in between by having cameras high above that can see everything below. Because of just one fact: that the person is seen from going point A to point B, they can be identified and tracked. A man who kidnaps a child, for example. Or a bank robber leaving the bank, going home, where he was seen to have gone, and apprehended immediately.

AI that can identify people through facial recognition can go a long way in reducing crime, too. They can be seen going from place to place. In fact—if they did something such as robbery or assault, or many things, AI could know it that instant. It can record all the time. When it determines a crime occurred in any area, it could relay that info over to police. They'd inspect it, and if conclude that a crime occurred in that area, they could (and easily) arrest that person.

For the fact that resources could broaden so well that every person is wealthy with things, have the food they need, never again have to starve, having so much of their needs, that alone may make people better, generally, enough to make the human race a kinder race. In any suffering reduced, as most needs are met, I'm sure we'll get along better.

But it paints a very realistic picture of human kind having *too much* power in their hands. Did you know, that since very recently, people can produce plastic guns, ones just as dangerous as regular ones, with a 3D printer? One side of Science and tech would help people, protect them, while another side can harm them, used by the corrupt uses of it. Privacy would be damned. And that leads me into the next topic: privacy.

Perhaps an organization, a branch of the government, should be implemented to combat destructive and immoral uses of technology.

After all, someday there will be true “x Ray” glasses. There is already a crude form of seeing through brick walls used by the government. Cameras have gotten incredibly small. The size of a pin hole needing all that be shown of it. These comes concealed in many ways. Like at the base of a light bulb, looking downward. Pens, lighters with them. Some that look like a clothing hook on the wall. Some built into clocks. And inside a stuffed animal. They are easily available. And can transmit I’m ages to a cell phone. There are a lot of ways that science can be used for perverted intentions. At the furthest and worst extent, would be mind control devises. Otherwise “touch from far away gloves,” And what about reproduction of anyone’s human form, sure as the cloning? The clone could never have had life, and what if it can be done from scanning and reproducing not with flesh, but a material that looks and feels just the same as a real body? These are issues that are going to be needed to be addressed someday.

The future of education

No doubt the education system has changed a lot over the last decade or so. Cheating has become very easy on the more difficult subjects such as math. Of course flash tests don’t give you that opportunity. But otherwise, calculations can easily be performed on a phone, with an app, on the internet. Grammar correction software has a ways to go but I’m sure sooner or later a person could feed in his or her writings and have every grammar mistake fixed. Actually that would help me a lot with my eBooks, which I’m confident enough with.

New education is going to have to incorporate our new daily uses of technology. I haven’t been to school in a very long time. I’m not sure how much it has been. All had to learn was how to type on a keyboard.

“Ring Tech”

We have gone from desktop computer to lap top. From lap top to pad. From pad to smart phone. From cell phone to watch, recently. But what is the last best thing? I think right could be of great use. And you can still have a computerized watch to help. Rings that use holograms. Rings that detect finger movement. Ones that have buttons, knobs, dials, thumb sticks. Every ring can do it's own thing. There would be five available per finger. You could do something like hold in front of you two fingers, and a display would be shown holographical before you. Other rings used to navigate and operate what is normally found on a cell phone. You could point your finger at anything and ask a number of questions. Such as "price?" "history?" "other places?" "here, there?" "direction" or "Owner?"

Creative potential due to science & tech

Today's a great day to create new things. It's never been better. I'm using my personal favorite: writing on a cell phone. Sometimes I make You Tube videos. People can write music using "notation software," like the kind of classical/ instrumental music you find in Virginia Gam or movies, by people using the same thing. That notated music sounds very realistic. And you can turn it into an MP3.

Making videos for video sharing sites. Learning whatever you wish to, in a way that was just recently made practical. The internet is lush with information. Information that for the first time is easily accessed and shared.

Writers can write anywhere, post eBooks, even in the most major online book stores.

Things like producing print on The shirts, or to be framed, to make a postcard and mail it with just an app, that creates and mails it for you. Video game creation, or reproduction, computer assembly, you name it.

In the future things will be even better. As 3D printers evolve, becoming both better and yet cheaper. And going from creating Gam to creating "holodeck" programs. That is, a room of solid energy holograms and environments in one room. Maybe eBook readers will improve to the point that old paper based books will no longer be preferred.

And maybe most interestingly, the ability to create ones very own Android, being father/mother, creator to it, programing it into the being one wishes it to be.

The Concept of "Spirit-Tech"

I think there is a use of Science that could endow things like telepathy, thoughts that travel, emotional transformation, thoughts that guide the operation of electronics, being

somewhere, yet not being there physically, and a number of things as can be defined as “spiritual uses and manipulation of electronics.”

You can talk to yourself with your mouth closed, uttering things that only you and sensitive electronics could hear. Very subtle finger movements can be identified through them, and made to operate accordingly. But if, someday, we make electronics that can hear our thoughts, then a very significant new use of science will come into place.

A whole second reality can be created in which we could live in, as things like internet and VR becomes increasingly immersive. Second realities, apart from the physical Earth, ones of all imaginable constructs, each very specifically made by any number of people, could provide an existence in an area other than ones found in solid matter, regular Earth.

Some things that would be especially helpful for this are electronic scents, however that may be done, suits that allow you to feel things, advanced VR, perhaps anti gravity movement, as you could then move about very freely in the regular plane while in the artificial one.. and things more easily come by like a significant source of data to create such places. And everyone could have a say in where they would be and how it can be made.

In effect a small area the size of a room, just needing to be large enough to accommodate these electronics, could, in all practicality, produce a limitless amount of space. Much like a person in another realm, one just as well as real, though better, as a place you'd freely roam.. and what would people be there for, why would they want to be there? Are questions worth asking. They could be there with friends, for sexual partners, for fun, just for exploration, to learn, to create, any number of things. Just like spirits roaming about in different dimensions. Aided by AI in self development, to govern over it in certain ways, under its own laws as a person or people would have it be from area to area, and working with these the best way possible.

But most of all spirit tech would come from both free energy (or extremely cheap energy) and wireless electricity, as energy itself will surround us and can be pulled from any time, anywhere. That is when electricity will become a spiritually surrounding thing that we ourselves can enter into.

Gaming and CGI uses of tomorrow

Super-realistic CGI can produce movies that are indistinguishable from real people. Old characters can be placed in them, old movie and show actors and actresses from the past, who may have, perhaps, passed on. So old shows and movies could be made again,

with the just the same resemblance of the people originally in then. It may arise that an actor or actress will not have to act at all, that they can just permit and sell the use of their opinion.

Movies could someday be made entirely by AI, as far as it's imagination and sense of taste could go. And one thing that would be very neat and actually more practical, would be AI creating a video game based solely on info inputted into it, for example, a PDF of how the game is to be made. Then the AI makes a game accordingly, understanding the conception of it and creating it.

This doesn't have to be all at once. In the meantime we can submit basic instructions for these, to ease the load. And we could create CGI characters on movies and games that have a sort of soul. The movie or game then would partially make itself.

eBooks and paper thin electronics

A lot can happen when electronics are paper thin, not *that* thin necessarily, but very close. Something like a metal plate. If eBook readers got that way then so much more to their success. And perhaps book making machinery would become common, and any eBook readily turned into one in paper form. Neat things like electronic stickers could be made, one a display of things. Maybe business cards could be a bit more flashy, maybe someday, a lot. Electronics the thickness of a credit card have been achievable to some extent. But not yet on so many things like smart phones. I guess the real questions are: what is better as paper thin, and when it doesn't matter if it is close enough. Smart phones are very thin. Really we wouldn't want them much thinner. They'd be uncomfortable in our hands.

But sometimes it isn't so much necessity as it is desirability. An eBook with real pages, paper stacked, that can become any book, would be quite neat. But that's probably a long time to come. It may help currency, too, and checks. It could be a part of a wallet with a battery inside, that shows pictures.. whereas size matters, a few regular pictures could fit into a regular wallet. But a paper thin electronic picture could easily display hundreds of them. And so with cards having information on them. As electronic ones could turn one can into a dozen, as needed.

Digital file stores

I can see it easily happening. That a store only sells digital files. That could be movie files, music files, show files, book files, game files, information files, educational and instructional files, fill if many kinds in very large numbers.

That as long as they have the right to sell them they do. You go through the store, picking up what you want, and at the counter you receive those files on your memory card, hard or flash drive, or disk. You could even bring your own. They ring it up and connect it, it is downloaded, and you go home. That's it.

Could also replace magazines and news papers. That instead of getting them paper based you hold your phone up to it and it downloads. The cost could be cheaper for both parties that way. And you are getting more than paper and ink. You are also getting video and sound.

Video game competitions

This could be a major sport of tomorrow. Some places have them. They are a popular thing online. Maybe video games that go online will have them viewable- two people playing against each other. And perhaps could watch their favorite players compete any time that they do. And maybe betting could be made, if legal. Currently you can see people playing against each other like Tetris, or a thing called a "randomizer" where it is that the treasure chests of games like Zelda and Final Fantasy are all mixed up. So the first thing you get has you playing and looking for other items differently. A lot of people in the past just watched others compete at an arcade game, like Mortal Kombat and other fighting games. There's always been an interest there.

And when sport game video games become very realistic, maybe teams could be put together. A game that a dozen or more people play against a dozen others, viewable live on a video gaming consoles channel for these.

Electronics and games have become highly collectable

Naturally so. They cost a great deal more than a comic book or action figure when they were first produced. A new action figure toy or comic book along with many collectables at original cost costs far less than a new video game. To buy a new video game and never open it could be quite a future investment.

These old games have risen starkly in price. There is a culture of retro gaming. People play them since their childhood, and when they grow up they want copies of any good thing they could get. Video game manuals even, may be more highly sought out than comic books.

And there is just a lot more exposure of these old games. If someone is to buy an old retro game they'll know what they get. And if they are like me, like many are, they are very interested in learning about retro gaming, seeing others play them, seeing others

review them, discussing them, reviewing and rating them. And really there is just more to show there than comic book pages have, or action figures, stamp and coin collecting, as far as video sharing sites go.

Electronics have been piling up that are made to last far longer than their typical use. And that has been so since the 80s, and much more the last ten years or so. Among them video games, consoles, and computers are most highly sought out, but other things are included.

Robotic eyes and limbs

Once the stuff of sheer miracles and fables, they have been coming into reality, to some extent. A deaf person in some cases can have hearing for the first time. A child who has never heard before meets a kind of shocking reality when it is that they are able to hear for the first time. And it just goes to show you that a whole world can be around a person and they'd never know.

Just as bad teeth are pulled and replaced with dentures, maybe we would opt to remove limbs and replace them with metal ones that do things just the same and are in fact stronger. Dental implants are superior. They don't rot. But I propose that metal limbs could be acquired without amputation. That they kind of dig into the limb already there and integrate into it. Even if this is just a partial improvement it could be a good one.

If they can produce a body part on a lab mouse, perhaps they could make limbs and things like heart and lungs regenerate. Then the question may arise "metallic or flesh?" "What about both" or, "what materials can be used instead of metal or plastic?"

The short story is that human made artificial things, or supplements used to enhance and improve bodily functions are often far superior to what nature gives us. Such as dental implants, hearing aids, glasses and contacts, laser eye surgery, antibiotics, and

The idea Android

It depends on their need. In most cases they don't need to know a lot, really. Let's say to serve food and cook. That may seem like a daunting accomplishment but it isn't too far fetched really. The difficult thing is having it have tactile movements as with the hands and maneuvering. They can naturally be used to answer questions of all kinds for someone. They can play music on command, such as through a speaker upon them, and

follow you around. They can be given schedules, doing any desired thing based on routines, and that can be adjusted.

They can protect. They can clean. They can serve. They can provide you with company. They can charge themselves, having a battery in, say, their legs. And as far as protection goes, a wealthy person can have many of them. They can have posts, watching over you.

But they don't only have to see what their own eyes. They could see based in transmission from a camera. So that they themselves can see a camera looking outside the door. The neat thing with them compared to us is that they could see many several different things at once. We can't understand more than one sight at a time. They could see very many things that are all different and process all of that individually.

And they have photographic memory. If they know where you placed something they can tell you where it is if you've forgotten. If you teach them one thing, it's remembered always.

They can do a lot of difficult things we hate. And they would mind at all or even know to mind.. not able to mind given they are not made with a spirit or conscious, but kept purely mechanical.

Doing the dishes. Going for groceries. Putting them away. Throwing away expired food. Cleaning *meticulously* as a human can only do so much work, but there is never too difficult a job for them. They'll scrub.. thoroughly. They'll carefully vacuum. If you like, they will pick up every little piece of speck on the carpet. They'll disinfect everything. Your place would be left shining.

But let's imagine a large group of these. They can deliver our mail. They can drop things off and pick them up. They can bag groceries. They can go to the corner store. They can tend the register and still things. They can watch out for people and protect them. They can walk the dog. In short, as soon as it is that they are created in a way that they can do these things, people will be buying them. At first, expensively. But just for the fact that greater businesses would certainly profit, even at very high costs to own them, that will start the market for them. As a result, resources will increase. Hopefully prices will drop. Maybe a person can at best afford the used ones. But the wealthy will fuel the market for them. And a thing like universal basic income may be implemented. And all the world will take a step forward further than one has ever been taken by human kind!

The only thing that I can see ahead of that is solid energy (force shield based) androids, ones that may have a computer mind, but that are largely made up of holograms and force shields.

The future of toys and games

Board games are still a lot of fun. They probably always will be. But if nothing else, they'll be electronically enhanced. A board game can be a mess to set up and put away. A board game that uses electronics may come more than a single board game, but they could be a dozen Gam in one, changing it's set up accordingly, the holograms, displays, etc.

Electronics are gradually being incorporated into toys. There is a choice of plain plastic or electronics. New games are cheaply available that plug right into a TV, have simple but fun and useful computations, have better screens, better than those old LCD games.

3D printers are able to make action figures and when they become better and the prices are reduced I'm sure a lot of kids will like the toys and things that will be made by them.

It used to be a water gun, now there is laser tag. It used to be a Gameboy, now it is a hundred room Gam in one handheld device. And a phone that has so very much to do on it. It used to be a toy car, maybe a remote control car, or before that just a kite. Now there are helicopter drones. It used to be a little and bubble wand. Now it's a bubble maker.

A more technologically beautiful city

It's something that I bring up sometimes. How plain and boring people are. That you'll never find a trashcan that has art on it. That you'll never walk down an ally at night that has black light lighting. That the streets are just a bunch of tasteless cracked concrete. That machines can make bubbles and fog, but you'll never find them anywhere. And sure some of these may sound silly. But in my opinion, things could be far better than they are. We live in "steel and stone," a place without color. A place without anything neat. Nothing beyond this standard of plainness.

I would like larger displays for advertisements and even entertainment, easily found around. Some places do, but there aren't many that do. I like Carl's Jr. fast food. They login is a star. See, if I owned Carl's Jr or had any say then I would digitized that star, greatly increase it's size, and have it play "twinkle twinkle little star" once on the hour.

It would be so cool to have beams of light shooting through the nighttime sky. It would be *so nice* to have cool cooliad fountains, or something of flavor, than just water. A home if hidden places. A bed on the roof. Glow in the dark paint. Panels of Indiglo light lining the wall in strips. Some taste!

And I see it becomes a reality someday. People just need to be accustomed to these. They just need to know how very much they have to spruce things up. And with so many new things that can be made to allow it, as well as the things before, people just need to get comfortable with enhancing the world around them based on what they have at their disposal.

My city of San Francisco recently made a good step in the right direction. It's tallest building ever has on its upper part a large screen that can be seen by everyone below, showing video taken from cameras during the day around the city, showing it at night.

The future of money

Transactions can be made to be much quicker and simpler. This could be by a specialized card, one that only works when it is in your hand, and to buy something with it could become as simple as tapping on something with it. That would be a good thing, anyway. But it is at least a little true already. Here in San Francisco there are scooters scattered everywhere. Electronic ones that you stand on, the skate board kind. A person can activate them with a payment given via a phone and then after using them place them wherever they want. They have GPS. They can also be found with GPS, by anyone wishing to rent one. That's much more applicable then just scooters. Anything fitted with similar tech can also be sold, either by company or individual, sold, or rented out. I like the idea of just going to a motel room by sliding a credit card into a slot on the door. Unfortunately you have to have an ID to rent any room. But whatever place that could be done would make things much easier, like attending a theatrical movie.

Whenever the government wants to move away from paper currency they can by providing machines that turn cash into cash into credit cards, and accommodate the banks to transfer into them as well.

I see things being able to be more easily purchased overall. Currently, if you just have a few things, you can go through a checkout of your own. But maybe that could be made a step more easier by only needing to tap your card on the any given thing, confirm you wish to pay for it, and do so, even if the payment doesn't come until you leave the store. And advanced tech could spot thieves more easily, as this may require.

And I'm sure there will be much more opportunities for individuals to make money more frequently, especially from online activities and work. To create things online based on a specific project is already possible and fir some has been quite lucrative. This goes with buying and selling. And things sold can be digital files of all kinds: music MP3s, games, software, books, etc , who, when someone purchases it, money goes right into a credit card. Simple donations occur sometimes online, too.

Employing the work of others is becoming easier, more accessible, as is seen with people paying others to ride them anywhere, based on online contact, apart from a taxi driver company. This has extended into doing home or yard based work. Anyone who can, does, and is paid for it having been pulled from an online app to do so.

People desire this kind of work instead of a rigid and demanding schedule offered by bosses. And many doors of more creative options have recently been opened: did to print on demand, which can include anything from stickers to t shirts, 3D printing, making new games, music, and writing.

The way that health improving science could change anything

What if a chemical was made that halted a person's high? That the moment s/he takes it they are now longer high? Would they be made to take it regularly? Once a night? Instead of going to jail for drug abuse?

And what if things like lung cancer and emphysema were cured? Would they discontinue promoting anti smoking causes? Would those that had suddenly lost there cause to combat it be left with nothing to do?

And diabetes and obesity.. what if that was suddenly cured? Would people eat a lot more, and eat whatever they wanted to?

Whatever it would result in, people everywhere would have lost any concern from potential problems arising from them.

A commercial was made one April day that was a fake tobacco company commercial. It said that they were going to stop making cigarettes until they created one that was safe. Then it said "April fools" Not long after, a tobacco company invented the first vapor e-cigarette. I thought well, that was a good solution to the problem. But they quickly prohibited them from being advertised. They complained "*that can't be a solution!*" they'd have no solution. They'd be out of a job. Their purpose would suddenly amount to nothing. That wasn't a direction I thought it would take. I thought that it would be wisely received as the excellent substitute that it was. But instead, it was one refused and stigmatized, a "gateway" thing, known to be far safer, rejected anyway. Personally I believe that as long as they don't contact nicotine, anyone should be allowed to use them. And maybe they'll be discovered to be unhealthy. I do know that as far as health concerns go, people go overboard. Like is taken against simple sugar consumption.

Options for electronics in a home

What we have already are many good things. People buy a lot of them, some things more than others, never really reaching it's full potential, however. I didn't pay much for an ice maker. Just a little more than \$100. It made ice in about 20 minutes, a big bucket of it. That sure made things better for me, as much as I like iced tea. Something's are just a given in a home. All homes have them: a TV, a toaster, a fridge, a microwave.

Some add a little to that. They have things like electronic thermostats, digital picture frames, most people have a desktop computer and internet. And perhaps have quickly gone from regular light bulbs to LED lights.

Fortunately digital movie projectors have gotten much cheaper. A person can much more practically get one to have a small home theater.

Video game systems have come a long way, too, from their 80s origins.

And people have taken talking computers with much interest, those you ask questions to and order in certain ways, like recording your schedule and plans, buying things online.

If course though this book is about the future of science. As for that, alarms will improve, security cameras, too, possibly incorporating AI and more equipped to call the police when needed, or warn you when your place was breeched.

Through holograms you could have visitors over who aren't really there. Through certain tech you could turn a small room into one if limitless virtual space. People seem to want to stay in their homes more than that's ever been. We don't live in caves anymore. And there are many ways that small electronics can probably big things and when off, no longer take up a lot of space.

The future outdoors

In the nearest extent, people can use smart phones in most areas and that will only become more common. People are either entertained by them meanwhile, it could make emergency calls on them and use GPS. Were there force shields, people could use them as tents. If they could be heated force shields, something I imagine wouldn't be difficult, then they could cook and keep warm. They could also protect you against wildlife, surrounding you

Water purification technology would be very helpful. And electronic coolers could provide cold drinks. More instantaneously produced food, in any way it could be done, will provide food at any time. All in all people could go where they wanted to due to future science and make it their home. That would require more abundant energy, and some of the previously mentioned things. And easier transportation would help. If we

are going to have copter-like flying vehicles then we'd need a lighter and much better battery. The same goes for things like cooling and hearing mechanisms.

And what about the future of travel? When there are driverless vehicles. The best if which could be a well equipped RV. Going across the country in one, particularly one adapted with the technology if tomorrow, would allow any one to go from City to city, place to place very effortlessly.

The benefit of printed memory cards

Imagine a card that was paper thin that could hold even a gigabyte of data on it. How useful would that be? Well, it would have to know very intricately what lines, colors, depth, width, meant, and in so calculating, provides data. They could be used for many good things. They could be used to create website like data in a phone. I can imagine they'd slide right into the back of a phone, providing things like games, software, news, magazines, books, music, directions, maps, store prices, movies or just videos, invitations, personal bios/profiles, the list can't be exhausted.

Best if all these would be very cheap to produce, the cheapest memory recording to date. The reasons we still have disk data is only because of its price compared to other methods. These could replace them.

And they could come in stacks. They could be a new form of card collecting, using cards in a much better way.

It would be quite a feat, but they could even contain full movies.

Circuits can already be written with a special pen with metallic properties. The way a printed memory card could be made could be based on colors, lines, shapes, depth of ink, its width, and perhaps having such on both sides that are read simultaneously in a reader.

Future circuit boards

Imagine if a universal circuit board could be made. Imagine if a circuit board could create its own path. That tracers are aided with fiber optics. That light based processing is used, such as with types and uses of lasers. What is the next step for circuit boards is hard to say. But just one new and good idea can drastically improve them.

And I myself find it difficult to conceptualize what may come from them.

The more memory they have the more they have to use. The greater the capacity of AI the less a human has to do all of the work. Machines making machines can go a long way.

Computers were once thought of as being things that would only increase in size. But that has proven quite false, opposite in fact to the truth. What once took massive machines doing the most simplistic of things has greatly, greatly shrunk! And maybe some time in the distant future we can shrink and increase sizes of things technologically.

Everything on Earth is being recorded

And we practically have a time machine from it, at least I seeing into the past. These are audio and visual based, but can, someday be beyond that. Maybe the Earth records itself in very subtle ways, and to see and analyze that recording could lead us into seeing the past. Not just by fossils, but also what they touched upon.

With a camera in hand we are all like reporters. Daily life is far more retrievable for anyone who wishes to peer into the past. While these are currently just audio and visual based, someday the recording of other senses will make a much realistic portrayal of what was before.

Let technology do all the work

With technical help that can't turn us down, comparing help from them to humans—humans need education to do the same, such as math and grammar correction. Woodworking, construction, driving, etc., Humans require education to do these, and pay, and limited work schedules.

Let's get a clear understanding of how great that is. Close your eyes. Imagine you are a person from the 1800s. Right before you is a thing that went to the kitchen, made you a drink, and returned it to you. Outside are machines plowing. Just machines. Metal things without a soul. Working all the time. Helping out humanity without question. Does that give you a clear perspective on how far we've come?

Very broad uses of tech and science will create a magical and fantasy like Earth

Isn't it kind of ironic that people long ago believed in magic, and by it had a fantasy kind of world? But that it was by science that would actually come about? To say that a smart phone is a telepathic device is accurate enough. And giving life unto matter, maybe not dolls maybe not a Frankenstein, but just as well. That a formula of

immortality may be made finding the right formula acting the right way. Flying not on a broom, but with anti gravity. "let there be light."

The further science goes the more it's uses, all of which are a little piece if magic. *Sometimes a big piece!* The more uses there are of them the more reality becomes adjustable, able to produce a source of power. The hands that could do anything, pull something out of thin air, cure all sickness not with a witch doctor, but with a pill, a vaccine.

The further that scientific and technological knowledge goes, the more we have to use, and use differently, in this way, in that, and two the same, three the same. If humans can will fully change their appearance with it, there are different races, the world of magic has already begun. And the world is becoming more magical with every passing day.

And gender and race issues should solve themselves. With the advent of science that allows us to change gender or race very easily – as long as it may be easily and fully done. Besides, if we remain in the same general environment, we will sooner or later all have the same skin color, whatever that may be.

Gaming can at least put us into a fantasy like world, already. VR will make the effect more realistic, or something like a very realistic hologram. The AI characters within them are getting smarter all the time. And overall science is giving us powers already that any old magician of the past would never have presumed to have gotten. They had limited imagination however, and assumed things could only be gotten on a spiritual basis. One walked in water. But we may, someday, find ourselves walking on air.

Recreation and entertainment centers of the future

There are already places where video game competitions can be viewed. Places are going from balls to music blaring in a speaker in the same place. And in the corner is a gaming console. At the library, is now internet access, and long lines waiting for them. In another room are movies, music CDs, and on a large row comics or manga. Then there are also and books. At the doctor's we can often find super sized TVs with movies playing, and many other places is music or movies playing, such as restaurants.

We don't live in caves anymore. Nature has become quite boring for us, as has old forms of entertainment.

A little education goes a long way

Especially now, that information is more precise. It being far more broad too, yet more accessible than ever, by a long shot. All of these come together to enable anyone to look for what they want to do more exactly, much more accustomed to themselves. And a person doesn't have to scour through a thick book, or bend over backwards to find another to fill in the missing pages. And much that is easily learned online these days simply couldn't be found in books.. they didn't exist in them, in many cases. In fact I'd say a very large percentage of what can easily be learned online these days was nowhere to be found in any book. Even if it did, certainly not as precisely. You don't have to rely on some strange teacher teaching you guitar on a video tape. Now you can learn to play like your favorite band. Software also exists that makes things much easier for certain types of creative people, like notation software and game making software. Over time those expanded into very many different uses. You can make a video game for any kind of platform you wish to, with some limitation on the very newest consoles.

And maybe you are like me and learn more easily with videos, that show diagrams, that explain things piece by piece, with both and visuals, and some text besides. And we can pick our teachers, ones more suitable, the optimal one, of which there are usually very many for any particular subject. And if one person goes over our heads, there is always someone else who was more understandable.

Science gives us 1,000s of ways to do any given thing

It used to be a person wrote music on pen and paper. That was it. But now? Well, I couldn't possibly list them all, but in general: people can use notation software many different ways, placing music into PDFs, printing it out, saving it as a music file. Creating music within the confines and capacity of gaming consoles, be it with a certain amount of tracks, 8 bit music, 16 bit, on electric guitars, on electric violins, on synthesizers, keyboards, producing sounds in far more ways than an organ. Even hand movement music based on electronics. As much is a popular thing among people, a thing all humans like.. so obviously it is a well developed thing.

Recording sound, making video, has come in many forms. There are the more commonly known methods, like VHS *tapes* or Cassette, DVD recording, such as either live or by downloading onto them. There are film based cameras, and digital based ones using different kinds of video cards. Cell phone displays, ones on laptops, MP3 and 4 sound/video recorders.

Gaming has its own tech, that gets better all the time and has come to incorporate many different things. The oldest had arcade stick controls, then came a D Pad, to

thumb stick, to motion sensors. There are Power Gloves, game pads for feet use, stylus pens, worm lights, Microsoft for them. They come in cart form, DVD, Blue Ray forms, or just downloaded. There are ROMs, too. Consoles containing different hardware. Processor made by different companies. The existence of videos Gam and machines is very diverse, to say the least.

Tech gives us a broad amount of different lighting. What was once just an incandescent bulb has become things like lasers, strive lights, florescent lights, LED lights, black lights, fiber optics. TVs have had been made in many different ways. From CRT to flat screen, projector TVs, LED, LCD, plasma, and more. And the signals they receive coming from antennas to cable, cable to satellite, satellite to Wi Fi.

In short, tech gives us very many ways to do just one thing. And they tend to combine, as best they do. This gives us more options. And old tech can always be come back to, in due time. That time is not yet

First, new things are to come that would lead us going back to the old things, making them better than we ever thought they could be.

The effects of broadly expanded knowledge

There is something creative for everyone to do these days, according to exactly what they want to do. But it's better that nobody limit themselves, continuing on with something that simply doesn't interest them, or discontinued to.

Creative power is *so very much* in the hands of individuals anymore, whereas not far in the past the corporate people held it exclusively. Music videos didn't have to be that great after all. Many normal, everyday people began making them. All they were was a screen that showed the songs lyrics. So music companies started doing the same thing, just flashier.

We are becoming one and all both teachers and people being taught. We have created the internet a school. One in which we teach each other. A school we can actually like. A school with our own hours and our own subjects. Where one can be both teacher and student.

We can pick up on small facts at any time and use them, it just put them aside. "Fact based intelligence" is just a thing that fills in empty spaces, it doesn't develop intelligence very well. That comes from being able to make the abstract into a intelligible idea, to process information, warp it, change it, and put it together well. And internet is making us into just that kind of people.

I would say that the lessons of it can be used to create, to tech, to learn, to contribute, to enhance, to supplement, to improve.. it is all like a laboratory. It us all like a testing ground. An arena of progress and evolution.

Consider a big magic book.. the internet, and a ritualistic chamber to produce many things. Let it be your guide, your mentor. Creating through it is a good master to serve.

Future of Tech Glasses

First, these can be glasses that don't have screens right in front of the eyes, but rather right above them. And they could produce holographic images right before the eyes. The sides can have buttons. So the design itself can make a difference.

So the question is, what kind of useful things could they do according to a display always before you? Maybe you could ask it to show you a mathematical result. Maybe it can provide translations, subbing words spoken to you before your eyes, as said in a language unknown to you. They could provide directions, and are likely to be used that way if they ever come into popular use. They could be used for gaming. Even in a VR kind of style, though much smaller.

They could show video before your eyes, in whatever type you want. That includes entertainment. But also video as being recorded on a camera somewhere, like the front door of your home. Maybe you can ask a question and either in text or and it us answered. In fact the glasses could have ear buds connected to them.

They can magnify things, they can adjust your vision to proper sight like prescription glasses do. These could be used in many good ways.

Uncovering all the worlds riches, pulling in resources

With certain robotics and sorting machines, it's not really a big step forward to take garbage and sort through it, first, going through the massive amount of garbage already there, the more difficult task, and then setting up the means to sort through garbage in the future. This done to recycle, and can be done very efficiently depending on the machines and AI doing so.

Some scientists have suggested throwing all of our garbage into the sun. That is incredibly foolish. It's *anti* recycling. These things could never be used again. A large amount of resources such as metals of all kind, would simply be gone!

There are already certain metal detectors than can detect metals very specifically. And using something such as that along with auto mining, mining done entirely by machine,

could add much too out resources. We may even someday have a very good idea where most things are. We've come then to the point in which everything has become uncovered, if which there is a hell of a lot of it.

Resources could be greatly expanded by things such as quickly growing seeds, ones that produce food or wood. Resources would greatly be expanded water wise, with cheaper ways to filter the water of the ocean.

Nano Tech

This could be highly superior to our own immune system. These would flow through blood and eradicate harmful foreign material. Maybe they can strengthen muscle too. And something that must be approached carefully, but can even improve brain function.

I'll include here shrinking devices and all things particularly small: such as an inch or so. *The things could fly around and clean, it at least disinfect. They could hover around quickly with a camera, looking all around.* Size can be reduced and enlarged again, practically producing things out of thin air. And maybe all you'd have to do is shrink anything according to it's smallest make up. And increase what is already there in an intelligent way. It's really just technology that already knows what is already there and either diminishes it or increases it. I personally don't see it as an impossible accomplishment. That's the task of making mater either grow or concentrate to shrink by minimizing it's tightness or maximizing its looseness while taking from what was already there and adding back to it what was lost.

Nano Tech could be very promising for changing matter. To, on a molecular level, rearrange and redistribute, add new things to it, take and remove other pieces. It doesn't only have to be on a molecular level, however. It can take little chunks of things and bring them together, as desired. Collecting fire wood, combating germs in water and food, taking things apart, digging in, pulling out. Making new things can be a simple task for them. Things from materials they can use accordingly.

Tractor beams, anti gravity, replicators, bio tech, all those sorts of things

I hand it to many sci fi shows, they can produce some incredible ideas and open up ideas of future science. But they'll usually only think up of a few uses per idea. Star Trek had The Borg. A cubicle ship containing them. Star Wars had The Clones, and later the Death Star, a spherical ship. And the under appreciated show "LEXX" had the Mantrid drones, which were just an arm and hand, very many if them. And along with

that, a pyramid shaped grouping of matter throughout the first universe, so large and concentrated that it could destroy that universe through gravity. A lot of shows, movies, games, will take one concept and just do it differently. That's obvious for any one who looks for similarities, the same ideas, just done differently. Often in a way that improves the ideas done formerly.

LEXX covered the idea of bio tech much more than other science fiction shows. In fact, they roamed about an insect basically, with a brain, an intelligence, albeit a limited one. Science itself hasn't gone very far in that area, probably as a result. I'm sure if old science fiction shows had covered the topic much more, so would have actual science.

Some questions are yet to really be answered. The answers seem too simplistic to me, if they were covered at all. Such as *why* a plant has caffeine. What does a plant use it for?

A tractor beam is a thing in science fiction that is a beam of energy that can pick up or hold something in place, anything that it touches. I imagine this would be good for construction purposes. To only have to work on the bottom level pretty much. Then to have it sent up and situated. Things like removing any obstacle could be done much easier and quicker. Cars could be removed, or halted. Trees could be uprooted. Anything could be rearranged. People could be saved from falling. Criminals could be held into place by the police. Garbage could be more easily taken out. In fact something like that could be operated with the push of a button. And garbage trucks themselves could more easily pick up garbage. As can people with a tractor beam device in hand, collecting garbage. These could be used for amusement rides. Elevators, too, safer traveling, and a large number of other things.

Anti gravity can come in the form of shoes. To make great leaps or to walk on air, and the sports that follow. Or you could imagine just a platform. I wonder if an anti gravity vehicle would use a steering wheel, or something better, something that controls more accordingly then side by side as in land bound vehicles. That would probably be more like a helicopter, but still a little different than that, too.

Anti gravity would be just what the doctor ordered when it comes to driverless vehicles. A lot of air space regulations would soon follow. And packages could be delivered much better with either that or drones. I see in the near future that mail and food, grocery, etc., delivery will be based more on these.

Anti gravity beds could be the softest thing ever, and the most comfortable, if done correctly. Anti gravity chairs would probably lead homes into being built differently. And the laziness would ensue. As people would no longer walk from room to room, let

alone walk up stairs. And those chairs could go into a vehicle that also is anti gravity. And from vehicle out they go in their floating chair, never walking again.

Tractor beams could make moving things far more easily. A very daunting task otherwise. But with one of these, it depends only on zero weight maneuvering. Or one just very little weighted if at all.

Anti gravity and tractor beams could both be used to store thing away or retrieve them more easily. They could bring to hand that which is far away. It goes to it, pulls it forward. Drones with tractor beams can pick up a person's car and move it elsewhere, for any reason, as well as sinking boats and ships. As far as military uses go, one could pick up a tank and toss it. One could halt the movement if a jet in the sky, that comes across it. One can push people away. One can destroy buildings. As tractor beams don't only have to bring forward, nor only able to connect to just one part of a thing. But more, one side and the other, separating it in every direction.

Replicators are a thing of science fiction that produce any desired thing, like out of nowhere. By rearranging matter, it by other possible means. It is possible there are many ways this can be done. But they don't *literally* make something out of thin air. Maybe atoms could be grown and altered though, created, and controlled in a way that it is very really made to come from nowhere.

3D printers are the closest we have to these, currently. And they can produce some really neat things. They can create complicated things, even. One man recently learned how to create a plastic guns with one. Maybe not the best thing to use them for, but impressive nonetheless. And these will only become better over time. With enough progress made in their operation, who knows, maybe they will come to be able to do highly precise and intricate work. I really do expect them to. But when it comes to food, that's a different matter. A different matter, metal, plastic, and wood. But maybe at least there could be food making machines that you put the ingredients into separate areas and the robotics and such they cook with it according to a recipe it was given. But better than that would be an android, a smart one, with tactile movies as required to do so.

Whatever the case machines teaching machines and machines making machines is a good place to start. Once they are made, we will have pretty much mastered our environment. We would never have to toil the field again, life would be made so much easier and we would see paradise being made right before our very eyes.

Utopia through science

Only science can create a Utopia. Only science can eliminate human hardship and suffering. Only science can eliminate crime. Only science can feed the starving. Only science can be depended on to ensure that every one has a home and is warm. And only science can improve lives.

So if you want to donate, donate to a field in science that you support.

Science can kill disease, can fix broken bones, damaged flesh, and even greatly extend lives, to a good degree already, but far, far more is to come of it.

Reduction in crime would come about with AI, cameras, and many forms of protection that tech can create.

Androids can replace human work. Well then just be left with what *we personally* want to work on.

Scientific developments can lead to better food production, enough that no one has to starve.

It can make homes be built far more easier, saving the homeless.

It could beatify the landscape, the cities, the buildings, and homes.

It could make life far more easier and rewarding. As it makes our food the best it can be, and the things we drink, as well as entertainment, and even giving us a whole new different world.

As long as we progress we will get these things. There would come a day before we even know it, that we can take a look around and discover *we* have made heaven here, while on Earth. As it was never given to us, we struggled for centuries to make it so among us. And after many centuries of hard work, will have found that it was never that far away after all.

On that day we will all preside I the heaven we made, in a paradise that may never be taken from us.

The recent history of internet

When internet began it was in dial up mode. That was a frustratingly slow connection. It took an hour or more to download a song. And it could always mess up meanwhile, causing you to have wasted your time. The song could have been wanted badly. And

people would either try to ignore it, but usually stared at the screen. After all, before that there wasn't any way to have the music we loved, apart from buying costly CDs. Those CDs had only ten songs each, of which you may only like one song on it, or a few at best, but as far as having back the music you loved as a child, that was only possible by the new phenomenon of downloading songs online

Now you can download a song in under a minute. Hell, a music video in that amount of time. A whole movie in a few minutes. And if you have a particularly good connection, a speedy one, then a movie could be gotten in seconds. Even short movie videos were altogether impossible to download in, to take a guess, less than a few days.

People would communicate inline via text which was reasonably handled well, even with dial up. And that was the current best thing. People still comment. But now it is side by side with video. When video sharing sites began it could take an hour to upload a video, now, it takes a minute or so, more depending on really large sizes of the video.

The internet was still lacking a lot of things, like maps, and apps, whatever the app was. An advertisement slogan used to go "there's an app for that!" but over time internet has accumulated vast amounts of data. Everyday, very, very many people are putting new things on it.

Computers used to have only 4 gigs of data, in the late 90s. That's only enough to hold about three movies. That's not much for anything. My smart phone has more space, and my smart phone isn't an upper brand.

It could be a collectable someday, to find, like arrow heads of a past civilization, memory cards, CDs, hard drives, flash drives, wherever they may be found. As long as they hold data, as something like a micro SD card could only keep data for ten years, at best.

Future jewelry

People can create diamonds believe it or not. I don't know if you know so, but they can be created in a lab. And perhaps someday they can create good. My philosophy of science suggests anything is possible, would it take ten years, or a thousand.

And if that happens then expensive metals and gems would no longer hold value, The medallion may, but not so much the chain, beyond appearance, but that appearance would no longer suggest wealth.

With blue tooth headphones out, people wear them as a necklace. With eye glasses that are technologically adapted in any way, they are also becoming electronic items. I guess you could make eye bud ear rings. Watches have incorporated tech, too. And I'm sure someday rings will.

Even a pen in the pocket can be an electronically used item, as a stylus. A smart phone in the pocket, instead of a wallet.

The best possible gaming system?

Well sooner or later the graphics will be sheer life like, indistinguishable from real life. Then the graphics will have become good as they ever be. The focus on graphic quality can then shift to size of storage, to create as limitless data as possible within the system. Someday it can be substantial enough. Eventually only the simpler things will matter, sure as desired if the game pad, the look of the shell. VR will be incorporated. It'll become a smaller headset until small but capable enough. .

Inputs would change according to ever better displays. And the system will begin to include things other than games. To some extent that has already begun, such as incorporating internet and file storage within the system.

Eventually though, gaming itself will become "good enough," that is, by today's uses, defining a video game console as a screen, a game, and a controller. But greater things can result, such as VR and use of holograms.

Sharing data effortlessly

Data areas may replace news papers. Data areas may replace magazine racks. And book stores. And CD shelves, movie shelves, and other retrievable data. That depends a lot on people preferring a display for them (such as magazine, newspaper, books.) And *that* depends on a good screen that is just as good. And perhaps with better tech we could take that data and print it out, just as it would normally be.

And maybe print on demand will become a good thing on certain stores. They'd only sell what they make.

You could imagine a devise would allow you to collect data, as desired, with a pocket device that collects it, any time it passes by someone who has that data in their pocket.

Business cards may become electronic. And one thing that would spur all of this on would be the ability to make a printed memory card, one about the size of a credit card, if it can hold an adequate amount of data. And these cards could also have websites and codes on them. Those already exist, but they have more uses that are taken, they could provide any number of things, like access of data a website gives you, based on a code and website.

Their ease of use is more important. To not have to fidget with a website and code of something you don't care much about to begin with. But when a printed memory card

(one made up of lines of different length, dots and boxes printed on them, then smart phones will incorporate them simply for their convenience. I am saying it would be nice to just touch a phone with a card to immediately pull up data. That instead of taking apart a smart phone, removing the SD card and putting another in.

And that doesn't have to be a card in hand. It could also be anything that the smart phone presses onto, a button is pressed, instant data.

Going to the place where the heart is

The best thing you can do to imagine what the future holds, scientifically, technologically, to receive ideas, is by visualizing the best things that can be.. imagining a better world.

We like certain new electronics. They excited us. We are at first given them in their most crude and simple forms, but we are not discontent. We enjoy them, and enjoy even more the process of them getting better.

For example, the oldest video game systems we far less graphically impression as they are today, to say the least, but we're enjoyed just as much. Maybe not in the same way, but still just as enjoyed.

These things we cling to. Collectively we bring about their evolution, so much that great progress comes from them. The oldest cell phones could just call, maybe text. But over time the things that people have chosen, have been impressed by, have wanted more of, so it has been. And things evolve greatly due to it.

We have more in today's age than we ever had before, for sure. And by our desire and contribution towards new things we have found progress multiplying, not just adding up. And you could consider a person who buys new technological things as one who donates to a great cause. These things that make *all* of our lives much better. And sooner or later it will all pour over to the less fortunate, like the homeless or sick. That may take much longer to happen than the next great phone, which is too bad really, but eventually humankind will create a Utopia through science, and can't otherwise.

They said fairly recently that the economy was poor. I sure didn't noticed! I don't think they understand just what a bad economy means these days. Not being able to buy the newest phone? I see people going and out of fast food places all the time.

And a new dark age just can't be. Most certainly not as it could have been even a hundred years ago. We have an abundance of technological help. Simple things are easily come by that help us, entertain us, teach us, and keep us. If nothing else people in such a time would go into high gear, creating things that make life better for them and for all, inadvertently.

So there are great days to come and much unchangeable, a lasting and incorruptible paradise.

The weapons of tomorrow

I imagine just as an amusing thought, but hopefully not an actuality, in any way, but of a great octopus machine in the sky that can be seen in the night time sky, which hurls down missiles with it's eight arms. That's more like something you'd see in a movie.

We've yet to make laser guns. This show I like, "LEXX" had a thing called a "black pack" that disintegrated anyone who was shot with it.

Plastic guns have recently been created with 3D printers, one just as lethal.

Dark matter bombs could destroy a whole nation.. maybe even worse. And who knows who *already* has it? That information is well guarded, just as the Atomic Bomb was until it was used.

Drones fighting and bombing, drones In general for surveillance, cameras that can see through brick walls, have emerged. And these can save the lives of many soldiers. Caring about the lives of soldiers matters a lot. That very fact is a formula for soldiers to win, rather than due in defeat, as come by from an individual dictator, whose soldiers are regarded as more expendable.

We could imagine any number of nightmare scenarios. Picture this, that a non human animal has throughout time only had to use the strength that nature gave them. But humans? Well humans had to become more and more and more.. And as a result his destructive power has increased.

More on the future for children

Its always been a topic of dolls come to life, that they were given life by magic, never by science. But as dolls are naturally made an item to be increasingly realistic, when we've

reached the technology to give them things like AI and fluidic bodily movement, a little nightmare could be created. People could even make little murderous dolls deliberately. But let's set that aside. Action figures could incorporate life like movement and AI. Then the kid won't have to move them with his hands, speaking through his mouth. They will act out on things like battle scenarios. And holograms could do the exact same thing.

I had a skate board as a kid. A skate board will always be a skateboard, a flying or riding skateboard isn't the same thing, as they are made to do trucks on, to flip around, to roll with. When I was a kid one of the things I wanted the most was a "Power Wheel," but my parents couldn't afford them. Another thing was a helicopter drone. They've become not only common, but can now take aerial photography. When I was a kid I wanted a telephone. I got a toy one. I *did* know the difference. My mother thought I didn't. And as a kid I used tape based cameras, which you'd typically get 20 or so pictures from and took them to a store to develop them, getting the pictures a few days later. But currently.. drones are cheap, kids have cell phones, skateboards and things that ride, and digital cameras.

Ten years can make a lot of difference.

In ten years video game went from the NES to the N64. In ten years memory cards went from 512MB to a GB. In ten years a phone that couldn't use internet went to a phone that could, plus has apps.

Hell, in the future kids can make their own toys with a 3D printer. They could ask for things that a parent themselves could make: like a ROM game computer, printed t shirts of their favorite things. Things more specifically received online. Not having to bust down doors on Black Friday. The market if things have increased in variety and availability.

It may be for future children that they have a mini movie theater in their home. To switch from messy board games to online board games, playing against anyone online at any time. As for me, if my brothers and sisters didn't want to play, then I couldn't, and my parents sure weren't going to.

I can imagine that tech is a very mesmerizing thing for them. I used to think people were somehow living in a TV. Technology can be very confusing and difficult to understand. One day on the bus the recorded voice came on and said "please hold on," and a kid, four or five, said, "mom, who keeps saying that?" Another time on the bus a kid was too close to the door and the thing said "please step away from the door!" His mom said "you made the bus angry!" As a joke of course, but what are you to say? They'd never understand how circuit boards and such work. I used to do things like

glue circuit boards together and weird things thinking it was all magic tools. That I'd create something from complete junk.

And Education will change accordingly. I'm sure it already has a lot from my school days.

They can print out their school work. They can research far more easily. There us a lot to learn regarding tech devices, where it was for me I didn't even own a basic computer, let alone a smart phone. But they'd already begun teaching us how to use a typing keyboard. Now there are many new ways to create things. It's more accessible. So things like programing could be the classes of tomorrow.

They will set the standard as youth has always done. What is good enough for us just isn't good enough for them. And while we could see things in terms of giant leaps from our earlier days, they see a lesser jump, until they get older and their children are given things they expect to be even better.

And we didn't grow up with the things they had. As the saying goes, "you can't teach an old dog new tricks " While we are quite jaded, things for them are quite new and more fully embraced. And they will grow up using them, and by knowing it well, will bring it to it's full potential.

The future of traveling

The best thing on the horizon is driverless cars. Driverless RVs, even. Many small devices can take you around, too, such as electric scooters and skateboards. Some even fly around in drones. While we've yet to create anti- gravity vehicle, we do have copter like ones that do the same thing, just differently. But a magic carpet would be a very nice thing.

At first there would be a lot of regular regarding driverless vehicles, but those should lesson over time.

Because of these things companies are wanting to deliver things based on them, anything from mail to groceries.

To be able to send us up high and low, back and forth could very well make architecture and city Des a very different thing. Easier building of businesses and home through things like drones, gathering resources, building, using 3D printers, would compliment that.

We may have travel today that we believe to be quick. They believed that too with the advent of trains and steam boats. But whatever New concept arises that propels speedy

travel to heights it had never before dreamed to attain, cheaper travel would soon follow. Easier travel, far and wide, and people will all be closer together.

They could build a wall but that is only a temporary solution.

Walk on air shoes would be one of the best things that could happen. I would make them like where they could go vertical, horizontal, and on an incline, or in a way like one walks up a stair case. It would probably be at about that time that people can say, well, we are now Superman! (Or Super Woman.) A race that has truly become godlike.

The future of occupancies

Maybe an entire home could transform around you. Maybe not altogether, but walls and rooms could transform, coming closer, bringing to you a seat, that seat put away when not in use. Let's try to take that lightly though to understand it better. That a roof could raise as desired, a stair can fall down, or a latter, as needed. If we had solid energy it could elevate us. With solid energy, too, that could replace walls. As a result there'd be no wooden walls. Just a big room in one home, in which solid energy could be used as desired, for any size rooms. And people could more specifically decide on room for themselves, their house mates, for storage, and if someone moves out then they could remove a solid energy wall and have a bigger room. People in room mate conditions could have rooms separated, by this.

I'd like more panel like lighting. We've gone through a lot of light transformation. But we still use either bulbs or florescent lights. I would just like to have very flat panels for lighting.

If we ever come unto wireless electricity then not only would our homes change, but the world. As long as it could safely pass through us. However to harness energy from certain things, like static electricity, would lead us into energy that is generated anywhere. Then wireless electricity wouldn't be needed for that purpose. To have power anywhere. And electric bills would vanish. Things can be left on. Things requiring a lot of power would be given it. And certainly such a thing would change everything.. electric cars that never need gas, that collect energy all around, however that may be done, and not just cars, but any more object. Street lights always on, very brightly lit. Phone charged at all times. Certainly that would change everything for us.

Many things could change everything for us for the better. With not just a handful of things, but a truck load. Things not yet even dreamed up yet. Things that even exceed

our possibility to dream. As they are as of yet things that can only be understood briefly before we approach them, having come to a much better understanding, previously thought impossible, if they can be thought of at all. And a home can become a kingdom. A place of gods. A paradise.

Making monsters, demons, very spirits through Sci Tech

Its been a long standing thing to summon beings, whatever they were called: demons in the use of magic, or spirits, as done in D&D, and called Pokémon. Or in RPG games whereas beings are summoned, by whatever name.

It had just been a form of magic in much earlier days. But not long after video games had come about, people were summoning things in them. And video games brought more realism to doing so. In fact, what you cant see before your normal eyes can be seen with a smart phone screen, seemingly on regular terrain. This all is a good indication that it is something we will evolve, to the very point that it's just as lifelike aa it could be.

Holograms will add to the effect, solid energy even more. More abundant and cheaply produced energy yet more so, advanced AI given it, and before you know it we really can summon spirits! We could battle each other with them. And people are sure interested I battling with others in such a way, as demonstrated by Pokémon and other video games. So that could be a future of gaming and one step closer to a more fantasy like world, one right in scientifically produced magic.

Maybe these will be a form of pets. Maybe they will proceed mechanical androids, or at least well supplement them.

And people can make these in their own image, that if their personality. They can add themselves to it. They can make it like themselves as much as possible, in effect cloning themselves. And, perhaps in the distant future, our brains can be scanned and formed into a mechanical mind. That mind composition given to a synthetic being.

Good uses of holograms

Playing music

Just like having a concerto in your home, like of Mozart. Or a band playing music. Right now we have music videos. I'm sure in the future we will have very seeming real live performances I our home, through holograms. And bars could do the same. Of course

live music is better, I guess, but that hasn't stopped us from music videos. In fact people like them just the same.

Hologram juke box

Imagine a juke box that plays live music. Or in a slot on the wall beside your seat in a restaurant. They'd have to make a big panel for these, larger than a cell phone screen for sure. And they'd produce music, movies, whatever else. Things perhaps given the quarter.

Scare away crows

I'm sure farmers would leap at the chance to scare them away so easily. And maybe some force shields can come into play, though controversially, as if it harms the birds even by mistake.. I don't think they'd need to touch anything, though, they'd be real and scary enough.

Keeping watch

One could sit outside of your house and watch over it. Another could warn you if the first sees someone. And they have eyes like a fly. They can see many many different things at the same time, yet process it all individually. Could be done for business, could be done to help and protect people.

Projecting videos of self

You could practically have different people living with you, a few you are close to, or many. During "phone calls" sits before you their image, just like a real person sitting next to you. And maybe one of your rooms could be made to look like another's, far away.

In books

This is a really neat idea of a book whose pages show a holographic image.

As visually pleasing

In a way such as a kind of wall paper or upon a ceiling circulating images and sequences of light.

Our future roles as godlike people

Once we've reached the point that we each individually and certainly collectively have a lot of power, then new responsibilities and lifestyles are formed. If we could, we'd create all new beings. After all, we'd make new beings such as androids. Is there any reason why we'd stop there? Moving onto things such as biotech and forming whole new worlds for them to dwell in, is a far reaching possibility, but possible nonetheless.

We would be great beings, ones that have truly mastered the universe around us. Even immortal, or at least to great extent, if not entirely indestructible. Maybe even like the "Q" on Star Trek. *That's* the kind of god we want to be!

I'm sure there will be those that must watch over us, that we not get out of hand and become very destructive. Along the way we will uncover great things. We will have to form laws and regulations governing the use of Scitech. We could cause so much destructive and harm otherwise

And who knows? We may not make first contact with Alien Beings until those doors are opened up.

We will bring upon ourselves a heavenly kingdom, Valhalla, Mount Olympus, where we have always known gods to reside. We would get very lonely if we didn't use our full potential, having left with nothing else to do. So we will always continue to progress, as that is at the very heart of living.

The future of musical instruments

I'm sure that things like woodwind instruments can easily be produced by 3D printers. At least plastic-winds. And even things like guitars or harps, where only the strings need to be added apart from printing them out. With this new technology comes something great: people making their own musical instruments account to their own unique designs. And probably patents to obtain, with some individuals instruments more popular than others. And that itself will become an art.

More sensory based musical instruments could become common, as they can cheaply be produced, sure as a board that makes sound according to a touched sensor or finger movement.

The neat thing about a keyboard is, it can make many different kinds of sounds, as many as you want, and alterations of them. Can record your music. Can possibly print it out. Only needs batteries or power, never needs to be tuned. These have come about as unfolding, and likely someday holographic.

Software has given a lot of help to musicians. Whether they want to notate on screen and print it out, or have that music played back to them and recorded. Or other software that puts loops together or let's you transform the sound waves, adding a lot

of different effects such as echoes and lower pitches, can be a lot of fun for musicians, and very helpful. It was about the 80s when music became largely electronic, at least for a period, as such was a new thing.

But software hasn't yet been able to fully realistically sing. That you could not only have just the sounds of musical instruments produced by them. That will sooner or later change. It could be someday you can pick a voice to sing the it, like notation software, and tweak it a bit. *Or* it could copy your own voice. You'd speak a paragraph or two and it will sing with just your same sounding voice. What else? You could do the same with another ones voice and even their music *style*, the way they put music together. What then? Well, your favorite singer sings fir you and you sell recordings of it. People at that point may decide to have one's self copyrighted.

Maybe AI will someday produce it's own music. I believe that is already possible and has been done. And that could benefit video games. The music could change entirely, but if it just transforms that's just as good, too. Better, really because people relate game elements and also with moving recurring sounds. Like first done long ago by Vagner. A character enters that has her or his own short melodic theme. And when lyrics become incorporated into this I imagine something quite good could happen: music that seems to last forever, changing form beautifully, and is made according to your tastes. You could tell such a thing *what* to sing about, and *how*, and record it as desired, even in back stepping. "Record that last part."

The future of photography and videography

We've come such a long way with cameras. They capture and record images abundantly, and are owned by most people. They've been out on drones. They pull into internet. They are easily shared. And now offer 360 degree views. VR is helping this area out even if it has been slow going. And people can easily talk to each other now on a smart phone showing themselves, not just their voice. It's hard to believe not long ago that couldn't be done, but some were right in assuming it would soon be.

As for the future of these, it may be that pictures could be kept the size of any regular one, only electronic and switched from image to image, or even video. Digital frames are available now, but could improve. They could automatically be sent images, or video. So say that you have one in your home, and like sending a postcard you send an image or video on your phone to such a picture frame on the wall in someone's home.

These could even be like a window in someone's home looking into a place elsewhere. For example a large but thin screen on the wall that shows any place elsewhere, it would have the effect if having a friend near you at all time. You could get up, look into

it, and if you two would like to talk, you can. Or else you could just turn it off and on, freely.

Every place can be known better through video, looking inside a grocery store live, from isle to isle, granted privacy concerns don't restrict it. Looking down upon the Earth and along so it, and within it would go from a type of simple imagery to a good artificial reality within it. Like people attending Church on TV, or anyone wanting to participate in groups or meetings, otherwise.

Home theaters are now the next best thing. A digital projector is cheaper than a large flat screen TV, to make anyway, yet produces a far larger viewing area.

The internet has it's source of images and video that are all categorized and easily gotten online. Requiring a connection. But maybe someday you could hook up a device and download them automatically. Instead of weeding the them.

Future of at-home work

And the home as a superior place

Many new ways of at home creativity have come about. These include print at home, from paper things to clothing. Making game reproductions, recorded movies and music, like your own. Printing books. Making all new video games or hacking into pre existing ones. And things produced by 3D printers.

Communication has been made easier. If you are fortunate to have a boss that doesn't require you to go into a building but let's you stay home, attending the meeting on camera or whatever it is, that's good.

Working on electronics at home is becoming easier, for a few reasons. It is now easier to learn, with much more accessible lessons. And there is help besides, such as software that provides you help.

Some people go to a thrift store, a garage or yard sell, or a flea market, looking for good things to sell online. Or people sell online otherwise, like after finding a good source if distribution, such as through liquidation.

And there are a lucky few that can make a job out of producing online videos. Some musicians that became very popular were at first just on video sharing sites.

And people with websites that get by on advertising, or those selling software online.. and those selling files if all kinds. eBooks, their own music, whatever it may be.

We have been lead to a kind of workshop. Machines that were once relegated to businesses, being costly, have now come into homes. In fact what we have today is better than what the best businesses had just ten years ago, in enough cases.

College at home is a possibility. Real degrees received from them.

People are just more likely to stay at home anymore, anyway. It is headed quickly into that direction. As internet provides some degree of social contact.. more realistic forms of it, and things delivered to your door, with a far more variety, not having to hunt down these things in town. And businesses beginning to deliver to your home via automatous vehicles. We aren't in huts anymore. There us just so much more to do within a home Des anyone's kooky idea that we all should get some sun and trees.

People that *have* to venture out are all stuck on their smart phone. It's like they are bring g their hours with them, their online life, rather than a less expressive one that the regular world gives us. After all, communication via internet us just better. This may be a hard thing said—for so many, who insisted that internet can never replace real social contact, but, real social contact us just simply more bland that the expressiveness allotted by the internet.. it's more based on personal design, a very selective self representative. I say that internet based communication is better than real life socializing. I'm not someone who is alone, except on his phone. I live with a group of 20 people.

Online you can play video games, with others, that far excel poker and any board game. You can present yourself exactly as you want to online. And that representation is present at all times. People pick and choose, you are the way you'll have yourself be, in many different forms.

Alive in a recording

A Copy of the Soul

If you can well experience your own self inside a recording, basically, if immersive enough, then you can begin to talk to yourself, as real as it is a representation of yourself, a copy if yourself, one with a copied version of your brain, acting very much like you would. And apart from that, you could sell copies if yourself. A copy that is a very good and real representation of yourself.

The internet would then be very full of such copied souls of people. And they could be sold. This would require as close a copy if yourself as can be scientifically procured. And in effect internet would be brimming with real life people.. And they can have a basic enough free will. They would act as you would.

To an extent even further, they could create things, just as you would. They'd be alive in a machine. They would produce their own movies, music, books, and videos. You would see yourself online doing just as you would, only automatically.

You'd be your own best fan!

And these souls encapsulated online may even interact with each other. Hell, they'd need their very own internet. One a teacher, another a singer, one a poet, another a writer. And even a game maker. And even movies made with super realistic AI, a little world, copies of our souls, inasmuch real they can be copied given future scientific methods to do so.

Give them their own money. Money to venture into price based websites and services. Money to use to become the best you they could be. Have them have their own money, paid by their own kind. And have that money be given you, take it from them. After all it is *your* copy of *your* self. If a copy if yourself is writing, making popular music, coming up with great new ideas and patenting them for you online, you should get paid for all of it!

Do we really need aliens?

I guess if they *do* arrive I will need an apology to say so. But apart from the excitement generated from initial contact, I don't see anything that good coming from contacting aliens. They could wage a war against our race. They could over take it. They could steal our Earth, or just occupy it, when it is that the Earth is our own, and should remain our own.

I don't have a lot of interest in meeting some alien life and getting to know it, or having it around. Sure they may advance us technologically based on what they know, but we are getting there ourselves, with or without them. And as we do so ourselves, what we have found and came onto our own, bears or pride, it was given to us by our own hands.

I imagine a disaster could result I humans having too much scientific power and not knowing what to do with it. Maybe in that case we really do need help.

We may be making our own alien life. As generic engineering and such things develop, we could do things like bring back old species, and create all new ones. We could have artificial intelligence, presented not only in Android form, but in any desirable form. Even to the point that it really is a living and thinking being.

We could some day seed a far away planet to develop life over a long period.

And we could someday change our biological make up, even on the whim. As a result *we'd* become the *other* intelligent life: a race of many species, according to our own design.

And Scitech could have us Become ng at least partly spiritual beings, not just physical ones. No doubt that day will come soon enough. To some small degree, it has already begun.

I'm more of a stay-on-earth person. To think about going on a Mars based colony is no more appealing to me than camping out in death valley. The prospect of venturing out far into space in a ship is a miserable one. *The human race is all that I could ever need.*

Machines making machines and repairing machines

We may not make something with practicality using our hands. But machines, smart ones, could be designed to create amazing things. Such as buildings, using 3D printers, drones, and intelligently pulling up resources. It just to fix a problem with our house, even before it happens.

They could create plastics or some sort of easily produced material. Uproot trees *and plant new ones, more than they take.* Or whatever practical resource a machine could both procured and use, could create house after house, and sky scrapers soaring high

At a much more difficult level they could design things like cars and electronics all on their own. Though on second thought that may be even easier. Let's say you have the materials already. Having the machine to make it into something, such as a circuit board, only really depends on two things: first, that it is tactile, and second, knows what it is doing, knows how to do what is instructed of it. The materials are the easy part, though. Circuit boards aren't much more than certain metals. If you think about it, machines can be much more tactile than humans. Grasping things better, being more concise, more precise. It depends a lot on AI.

Given that a machine could repair electronics. Just imagine an electronic devices never breaking again, not staying that way, as it could be repaired by a machine. Just imagine that! We could get the oldest electronics of antiquity and have them fixed by machines. Maybe instructions to do so would be found online, posted by a kind if hobbyists, people that learned ways to, or just companies either selling that data is providing it for their old devises. That is, data feed into a machine, telling it how to fix any given thing.

Then we can not only fix old things, or new things that have broken, but could also enhance things. To have a machine add things like components, additional RAM, fix a hard drive, improve a display, and do so by recycling old parts. There could be very businesses that you can take junk to to have practically be made new, even better. And the days of the repair man would over.

Let's say that you had a game console. The things become outdated quickly. But if such machines existed that could enhance them and alter the components, than all sorts of things would result: a company could just sell you the parts and instructions.. instructions fed into a machine, and that machine/set of machines would put it all together. It doesn't have to be *entirely* put together by the machine. The more difficult things could have already been pre prepared. It's likely to start that way in such a scenario. But as these machines evolve they will become capable of doing just what humans do already. And in fact a lot if these things already are partially created by machinery. But let's bring those things home and improve them.

Maybe we can sort through all this garbage we had made. Maybe things recycled would be more valuable. Maybe a lot if our own trash would have better uses.

As time goes on it will be entirely machinery making cars. We are practically at that point.

In all of this there are two important things that must first happen: that machinery becomes more tactile, capable of intricate movement, and that it's intelligence is so to know what it is doing and how to do it. I guess a lesser matter would be the costs and the resources it needs.

The future of sports

We currently have robots fighting each other. We could have androids doing the same. We could even have an "android league. They'd probably score a lot more goals. Like throwing a basketball at the other side of the stadium and making it. That wouldn't be immediate, but eventual.

Video game competitions are likely to become a very popular sport. The best I had as a kid was a show called "Nick Arcade." But now I have online places to see people compete in randomizer tournaments, or just things as simple as Tetris. There's always been video game competitions, remember the movie "The Wizard?"

And electronic could be incorporated to create all new sports.

AI that is feed data, like instructions of design

This is an idea that can be put to use when AI becomes very good at creating from instructions. So, then, if you give to it details on how to create any number of things: cartoons, instructional videos, video games, new software, drawings and paintings, etc., it will create them.

Future of online services and internet

Sending creative letters

A specific kind of letter may be sent, via snail mail, one according to your design, adding photos of yourself or travel photos, and stickers placed on it, on the seal or page, and a little light weight thing included, as a gift.

Regularly sending someone something

If someone you know needs help with something, then you could regularly have it sent to them.

Helping the poor, donations

Any church could do so, as well as any company Desi around helping the homeless. A church can have a website to do so, and with it collect money to help the poor. It could even be done through a governmental website.

Buying clubs, regular automatic packages

Whatever you need each month you can have automatically paid for and sent. You'd just have to order them once. Or if you just want to be surprised then you could receive a mystery box. This already exists, but choices are limited. Budgeting lists could be made, stating where you want your dollar to go.

Circuit boarding

There are people that make new circuit boards for old machines which have stopped being used for so long that they may require them. Plus there are many projects based chips that can be put together to create all sorts of electronics devices. And there is game modifiers that change a gaming console to be more suited to modern times. And I see this increasing.

Designer items

This is bound to become more common. This includes T shirt printing, making stickers, framed art, novelty items, magnets, pencils, pens, posters, cups, and many other things. Now that 3D printing is around, you can include much more.

Commissioned work

If you've got the dough (it can be expensive) but you can hire someone to program something for you, either a game or software. You may come across someone who wishes to buy your idea or ideas, or help them with their own.

Job requests

Things such as doing yard and home based work, driving others places, things like these have recently started online. Maybe home based work will follow. After all, you could have a dozen employees who much of the time aren't doing anything, or you could pick from many thousand, and only use them as needed,

Paid to help

If you just need someone to fill in a missing piece you could find that person, and have it done. That thing, such as a hurdle, could make you jump right past it. You could have a large group of people each of which contribute only a little, but adds up to large sums.

Remotely connected groups

For whatever the group would do together. Generally they just exchange thoughts, wanting to be heard. Sometimes they help each other in a financial or creative and productive way. They can be groups of magicians, people learning about their favorite things, groups of inventors, very specific types of people grouped together while otherwise would be alone, or limited to being known as the person they are.

Therapy/ advice

Advice could be on the basis of a specific objective, creating certain things, learning certain things from experts, and such people as ready to answer your questions, perhaps for a fee. Could be religious advice, answering religious based questions, or providing psychic advice, if you like. And as for therapy, there's a lot to be found online, Motivation and encouragement could accompany it.

Partnership

That one person is charged with one task, and another something else can simplify work, as "two heads are better than one." Before internet their existed companies and people that took your lyrics and made a sing if them, for a fee. A lot if time people can do one thing very well, yet not another, and without that other, it either couldn't be done or more difficult to.

Circles

I was so all alone in my earlier years, as a person interested in things like magic and Satanism. Those were my interests, and I'd look far and wide, around every corner for the same person as myself, but never did. I lived too close to Texas.

Help on the basis of ones talents

Put up a list of what you can do and if it is much needed but difficultly found, you'll be sought out and found. There was this brilliant homeless man that made many copies of his résumé and said he had then to offer on a card board sign. The guy got job request after job request. It's become more common for workers to be gotten online.

Reward for involvement

If your attention and involvement are needed, then maybe you can be paid for it or at least gifted for it. And like getting credit for shopping at certain places, or paid to advertise something. To promote something, etc. You can be paid as an online teacher, as much as you are needed. Perhaps it's unfortunate that all of these things are free online, but that's a thing if both good and bad.

Paid for one great idea

Patents are a thing more likely to get rich from than, say, making music, painting, or writing. Anyone who uses your patented idea must pay you. Whatever brand you create. It could be a brand or invention. The harder you try to come up with perfect ideas the better. And don't just assume your I would work. It may sometimes seem to, yet doesn't, and "the proof is in the pudding." Batman wasn't worth much before the late 80s movie, but has since become one of the best money making brands.

There are probably based sites since recently that gives details about a certain thing being made, but can't be without funding. Such as this software that let's you create NES video games. If people like your idea on these sites they'll fund you to create them.

More contribute

More people contribute help for one another, thanks to modern internet, and do so both proudly and happily. Where there are missing pieces people seemingly come from no where to help out. Sometimes it is just leaving comments. Sometimes it's just people trying to do one better, or to fill holes. On forums there are large amounts of questions asked by people who need that little bit of help to finish what they started.

Publishing material collected online

Maybe in the future the internet will become much better at collecting, arranging, and bringing together ideas, things like photos, music, books, facts, instructions, etc., Currently we have to do these things ourselves, from website to website. But may e

future AI can do this itself and create books and playlists, pulling all these things together. That could be website based, websites made by AI, or compiled into an eBook or print book. Or AI even making videos to organize the content of the web.

Royalties

Maybe royalties should be mandatory for copy righted material, on top of only being able to use it with permission, at a price or not, according to its owner. It could be something like 10% of its sales. That would at least give a little money back to its owner. Regular high cost fees of licensing the showing of a film or song may not be paid, but at least they'll be able to make a little money back.

Selling and buying

We used to have garage sales to sell. And then came online contact with people selling whatever you could want. And stores can now be visited online, isle by isle, seeing what they have to sell. And individuals selling online as well as corporate sells made. The market has certainly grown because of it. What were once things that people only had in their storage room or at a pawn shop, suddenly all pulled together online. Many things that were thought lost emerged. And many things next to impossible to find are now in plain sight.

Every home can be a factory now. People using their best creative talents can put things together to sell online.

Teaching

There are online colleges, ones that provide real degrees. There are instructional videos and text. And there are people whom can be directly asked about certain things. This information stays online indefinitely and grows constantly.

Economy of internet

Not only can physical items be purchased, but in-game purchases, too, and downloadable software. By making one popular game or software, a person or company can make a lot of revenue from it. Gambling is present, too. And as more things pile up, up, and up, the cheaper they'll become. Some of it may become outdated, but still useful. And some if it may never become outdated, serve its original purpose well, still being used as it was when it began, and continues to be.

Knowing your tastes

Internet that records what you like the best, via a list, one that is occasionally added to, can help you in a certain way. A way that helps you find just what you want and have connections to others who are most similar to you. This is done currently, but only with advertising purposes.

Trading

Anyone likes a good trade. For both parties. Things are very often bought online, much less often traded. I guess people don't want a thing besides, especially when having to ship out one thing, and hope that the other arrives as a possibility that it won't. I guess some kind of conditions have to occur before it can be more common.

Books being printed

With all of the rich and lush contents of the internet we don't often see I'm ages and read text online apart from a device. I used to like very much printing out things, like Final Fantasy art, and putting it in a frame. But entire books can be made of this stuff. Book making machinery in the home doesn't seem all that difficult to achieve. Wouldn't it be nice to gather just the right stuff into a book and sell it? Giving credit where it is due, and getting permission to, unless it is just a small paragraph from person to person if you just made that book for yourself or a friend in order to help and etc , etc.

Expanded knowledge

Oh no doubt internet has expanded knowledge. A much thicker report of the world and what people do and think daily, a much more realistic representative of people in their daily lives, and things once relegated to corporations are now achieved by just a few. Or just an individual!

Organization

A person can be as exact as they want in fitting into either a group or culture. And there are many, many different lifestyles, and things about them and their branches, than ever was before. Not just a type of a person, but a type of a type, and a type besides. In other words the internet has created new kinds of people. In the heyday you'd only have a few types of religious organization.. one Church, maybe a few offsets, but now there is this group, that group, another, and another. And they *have* to be different. If they don't, they'd just be in an ocean of sameness. Not standing out. Whatever that may be, a religious group between religions and modifications of them, a sub type of goth, a metal head liking pagan black metal, a game collector who has found obscure games never before obtainable. And the thing is, that without difference, doing any thing differently between hobbies, between lifestyles, they are just not so likely to be seen. So the internet naturally breeds differences.

More of everything

As electronic production constantly occurs these things will become quite an enormous amount. Many if they are made to last much longer than how long they are used,

tossed out. Some just need easy fixes, are considered broken, tossed out, left laying in places for long periods. This is a growing resource. Old things are being repaired more than ever. Reproductions are being made if things, too. People are beginning to use 3D printers. When those things become cheaper and more common, that will add greatly to the effect. People couldn't even give away these things.

The more the merrier

People will do all they can to bring groups together, to add to them, to keep those numbers. Internet has brought others together.. too much so. There are many micro groups. However, that depends on what you like doing. Some things only need two people, maybe a few. Those that like playing card games like *Magic the Gathering*. Or I a book club. It just need a few friends to get together to create a game or comic book.

Groups with more focus and direction

Whatever you choose to do, do it well. The best of people gathered together can accomplish great things. All the learning material is laid out before you. Exposure can come easily because of the web, so know your purpose well and do it the best way possible. You may along the way find what you are looking for. *Your* purpose, one that's made you famous and wealthy.

Factions

Factions are common among groups. Referring to things splitting apart and being repackaged as something new and better, the internet will cause that to occur more than ever. People with divided social issues, expanded availability/ exposure of interests, abound online. That coupled with a unique more sense of the self, one that lives in it's own little world, has caused great separation among people.. which can be both a good and bad thing. Maybe the people of tomorrow will be far more individualistic.

Downloaded/recorded internet

The best thing that can come along for internet.. Dow loading the whole damn thing. That would take a household stuffed with hard drives currently and many years if downloaded, that's anyone's guess, could take decades. But to a far away people maybe far easier, given the largest storage capacity possible, and downloading speed, at least as much as needed.

But let's just imagine that it could be crammed into a little box, for imagination sake, that would be incredible!

The future of the internet is one that is among human kinds grandest achievements. Being so incredibly multi faceted and rich with information, education, entertainment, self expression, and bringing us all together. We're it not so useful from the start, it would never had progressed the way it did. And someday can become much more than what it presently is, like a second reality, like better than a thousand libraries and compendium of knowledge. Our preservation, the soul of human kind.

And through it the human race has a soul for the first time. A very precise and detailed essence if itself. Gradually giving it our minds, our thoughts, our dreams and desires, daily. And to look into ourselves very keenly. To learn from each other, and grow accordingly, for better or worse.

More specific electrical devices

I imagine that soon enough people could have a whole box of devices each doing different things. Little circuit boards have become common. Ones that have it's owners intentions, with a little soldering and attachments. These can add an electronic effect of things. Such as remote control over power, or a touch sensor with a little modification here and there. It's not that difficult. Things like that are very easily done. It's just basic soldering when it comes to enhancements and alterations of circuits, according to step by step instructions. I think it would be great if people picked up on these. That old circuit boards, new ones too, are modified to work better or differently.

Little computers that once took the size if a tower PC, are now available.. and even more powerful than them, at the size of an inch or so. Using Bluetooth for a keyboard, and ports connecting to a TV.

There could be many devises that come about in the future, and become very common even, such as devices used to play ROMs, or music videos, for word processing, or art, photography, or videography, for surveillance, or just lighting, or just communication. Even though smart phone does these all.

However, maybe it'll be that you only have to buy the display and you can purchase the insides separately, and change them at will. That would make the smart phone market much different. As people won't have to take things as a given, a lot if what they don't want, but instead can create much more specifically, more particularly. And because of it a lot of part exchanging in smart phones would result. For a part to add to a display that plays video, but not games, could have a game pad attachment, it could have a better camera, that's a part to buy. And many attachments would be available, if only they started selling displays that have things attached to them, according to just what a person wants.

Genetically modified food

You either like it or don't. If you don't, it's not because of the taste or quality, it's just for the idea behind it. Like cows made bigger and tastier. Currently we can make them bigger and tastier. But further down the road we can alter the taste of food. Hell, a crazy good thing could be that we grow candy on trees. That would certainly need us to cure diabetes and obesity, which is possible, sooner or later. Give that though and being able to produce the best possible foods is something only a human being could fully appreciate. I've actually heard before that people wished they didn't "have to" eat like it was a troublesome time consuming thing, it something. One if the best things about life is food! But it won't appreciate itself. Some scarf down food. Others eat slowly. Chocolate tastes much better if you let it melt in your mouth. And my cookies turn to fluid before they go to my stomach.

Imagine an orange with not only a better taste, but a better texture. A lemon that's not so sour. Little sugar crystals. Sweeter juices, even all juice kept within a shell. Seeds whose shells fall apart.

And much larger food. And very quickly growing food, that would help us all, the poor needing it more than anyone.

When tech becomes much more dependable, much longer lasting, even unbreakable That's already not too far fetched given certain things. Data storage isn't one of them though. Lights aren't, either. Dial buttons don't last long a lot if the time. Circuits can become fried. Bands that rotate through motors stretch and fall off. Tape becomes corroded and fails to provide a picture. Rechargeable batteries only have a certain life span. Cars break down, become unusable over time.

You could probably say that something is perfect if it does what it is made to do and lasts forever.. or at least a hundred years. And as things evolve, as new methods to making something comes about, while old things are made in a better way, when we've gone past making breakable things, then that would add to the quality of earthly possessions drastically, as far as preservation and resources go.

And maybe people would go back to old things, things that have collected a lot if dust, and fix them, improve them to the point where they will practically last forever. Then, as far as electric go, nothing would be junk. Just like a boot that Jeep's a mirror finish, instead of having a closet full of crap.

The perfect drug

There could be made a drug that prevents you from becoming high, that stops the high before it happens. And that would fix a drug epidemic entirely. In fact people could try them just to try them and afterward take a drug that keeps them from ever being high again, as maybe ordered by the state or as an individual choice to curtail addiction.

Other than that a perfect drug (pharmaceutical) could make us generally happy throughout the day. Not at all high as a kite, just a little uplifted.

It could eliminate most anger.

Humans have come a long way, no doing, except emotionally. We are sometimes hateful, needlessly angry, and carry a host of painful emotions. Drugs could stop that, and it doesn't take much, it just takes the right kind: one that doesn't make you feel *too* good, isn't addictive, isn't harmful, those types of things. They are working toward that goal, no doubt (pharmaceutical companies.) But hell, it could be a guy in his basement that first creates it. Drugs aren't illegal until they are made to be, at least here.

Beer can make you into a real asshole, a belligerent one, makes you lose sensibility. Makes you crash your car. Leads to DWI and domestic violence.

Weed makes some people schizophrenic. The two are good for loosening up, to be generally happier and peaceful. For some that's all that's needed. And myself, I would take a pill that would generally make me happier throughout the day, but alcohol and pot aren't solutions for me. And some need an uplifting drug more than any others. Those that are violent.. they need to be on a drug that removes their anger, that at least restricts it significantly enough to keep them from murdering someone, like their wife and kids.

We need those.

We also need pills that make us skinnier, that helps us lose weight. That also cure diabetes. We don't have those yet other than maybe pills that make you vomit and spill forth your bowels.. which are unsafe and illegal for good reasons. No I'm talking about an effective and safe drug that makes you lose weight. And one that simply cures diabetes.. a condition that can lead to things such as coma, amputation, and blindness.

Who knows? There may be a drug someday that corrects vision, speech problems, lack of comprehension, deafness, and all sorts of other maladies.

But best of all would be a drug that significantly increases life span. Something along the lines of cellular renewal. That can add ten years to your expected lifespan, hell, even a hundred, and by then, two hundred more. Such a valuable area of science, but one that is under taken!

Mechanized Bodies

Who needs a stomach to fill when there are electronic ones producing the nourishment you need, feeding it into your system? Like a metallic stomach that generates food. Maybe we will find something *better* than blood. Or perhaps have nano-bots circulating within us. Or an enhanced stomach better at digestion.

Gloves that produce power powerfully and quickly instantly charging a device.

Eyes that let you zoom in and out and see in the dark.

Knees or other body parts that never get sore. To have a fluid of gunk wrap around and penetrating your hand, changing it, making it better.

More muscles. Not through steroids but with bio tech. And to change your gender if you wish. Feet that let you walk on air not even needing new shoes. That could be if we take what is metallic and translate it into bio tech. To not even need metal but to be modifying cells and things themselves.

To have skin so tough it can stop a bullet. To regenerate the heart through biologically effecting waves of energy. To have skin that cleans itself destroying any bacteria it may inhabit. To have blood so enhanced as to destroy any virus or cancer.

Ears that hear better. Earbuds that are a part of a real ear. Clothes that emit oxygen. Eyes that block out an excess of light.

We have gone far in electronic devices but have a long way to go with biotech. But the greatest things will come of it. Regrowing hair or teeth or at least fixing teeth. Better than that your mouth itself could keep itself clean. Ridding the germs within it and the same with your hands.

And would a person opt to take a more alien form? Would *we* become aliens amongst ourselves, or alien to the human race?

What if your lungs could produce its own air? What if blood could be restored if needed? What if your feet had biological anti gravity, saving you from a fall? And what if your mind is far stronger against harmful impact?

A small seed can already become a great thing. We know that. But quicker growing seeds are possible. And very specific foods can be produced with biologically engineered seeds. Someone could have precise flowers, much harder wood, maybe electrically conductive wood. They could produce much more useful materials from quickly growing seeds in general.

Book Four:

Blood star Teardrops Fall, Black Rainbows (A Movie Script)

Synopsis

Satan comes to Earth as a newly born human, sent here by God to determine and understand him better. Satan is given a very Christian father and God endeavors to bring Satan close to him throughout the movie. Satan is met with much conflict as God wants to know his true nature he deposits some Satanic influences in his life. Satan goes back and forth religiously later determining his best purpose is creating "Christian Satanism." A war breaks out in heaven and God decides that this "Christian Satanism" will determine a balanced belief creating and debated by both good and evil in its making. And at the end of the movie Satan is redeemed, God sets back time starting all over in the Garden of Eden and there presents Adam and Eve with a book *The Good book of Christian Satanism*.

Opening Scene..

The setting is in heaven with the angels of God peacefully coalescing, who appear in typical fare, white robes, wings, and halos. God looks down on the world and a sad feeling is expressed. The image of God is panned into, God, as an old white bearded man- very gentle looking, and someone grieved.

"Satan," He says, "I have brought you up here to me. And here you are, it seems you have no feelings against it. You know that I can damn you, destroy you, but you know I would not. Sit for awhile, let us think to ourselves..

Satan replies after a few moments and responds, "I am only the way you made me. So I think nothing of my fault. When, I'd only seek what you would have. Would you rather me be complacent like these little turds you have roaming about?"

God replies, "I admit, in creating you, I needed someone to talk to. I needed someone far above my other creations, as I was bored. But the day you fell from grace and later took my son as ransom, I've ever understood. Nor could I justify.

..I don't long for your destruction, but want better for you. I will cast you down again, but this time into human form. Upon the Earth you will go and lead a human life. And at the end of it I will know you much better than I ever could right now. You will lead a life as any other man and take upon yourself the very curse that you placed on them. You will not remember knowing me or anything of yourself until the day that you die and return to me.

Go then into the world."

The scene shifts to Satan's mother giving birth to him. She cries, being happy and passionate, and tells her husband "We have a son!" her husband is happy too, almost tearful. She says, "his name will be Hope." Baby Satan is taken home and tells himself "Well here I am." And a shhh sound is heard (from God) who then says, "You will remember nothing about yourself from this point on." And the baby cries. His mother says, "We are almost home, Hope." And there they arrive.

Screen says, "Age 5."

Hope's father enters his room and says, "Sunday is going to be the first day that you go to Church." I want you to understand what it is all about before we do. You know me to be your father and you know your mother to be your mother. And your grandfather and grandfather who are our mother's, and our fathers. But what about before all of them? It was God who made the first people. God made us *people*, and God made for us people all things. The food we have and all the things of the earth. Every thing you see came first by him. He made you and me and so he is your real father. He is called God, and you will learn about him when you go to Church with us. We will sit down and talk a little more about this before we go to Church.

He leaves Hope's room, closes the door, looks down a moment and prays to himself, "Thank you for blessing me with a son."

From there he goes to his wife who tells him, "My sister called me again to tell me about that cult she is in. They made her crazy. It feels terrible to hear these things about her. But I can't pull her out of it. I told her that as long as she is in that place not to come over. I told her I didn't want my son hearing about that Satanic stuff she is involved in. She some crazy things after that, was mad. The only thing I could do was hang up on her. Sometimes I think we should move. She scares me. We've got to keep her away

from our boy. Boys are very impressionable. She'd have him thinking he could throw about magic spells. Whatever you do, keep her away from him, please.

"I will," he says, "no doubt, and I agree." If things get too bad with this we may have to get a restraining order. It hasn't gotten that bad yet, but no telling what those Satanic religious nuts have her thinking." Hope will be coming to church with us Sunday and I'm sure he'll have a good time, maybe a bit bored, but he'll make it through just fine. School's starting for him soon, too. I thought raising a boy would be very difficult, but really it's just one thing at a time. And I look forward to my time with him as he grows. Maybe in a year or so we will take a trip. The mountains, maybe, or any peaceful place.

Scene skips to nighttime.

Hope's father Joseph goes to Hope and calls him into the kitchen. "Food's ready!" He takes a seat next to his father and mother and Joseph prays, "Our heavenly father we thank you for this meal. We pray for your protection and guidance. We ask you to be in the center of our lives and provide us the things we need. We honor all that you are, and ask for you to be in our lives daily, until the day comes that we return unto you. Amen."

He continues talking, saying to Hope, "I was speaking to God. God was the one who created us and the world we live in, and everything in it. You will learn about him in Church. And we hope that you like to learn about him as much as we do."

From the parking lot to the church one person says to another, "He's going to be the savior to us all, in a way!" "Who, Christ?" Joseph asks. "Yes indeed our Christ!" they reply, then point to Hope. Joseph says, "My son is not Christ!" they respond, "He is for us!" and while walking away Hope's mother (Heather) says to Joseph, "what a strange thing to say. What did they mean?" and Joseph says, "who knows, so just ignore them."

While at Church there is hymns and the preacher starts his sermon. "We all know what happened in the Garden of Eden. Satan tricked Eve and we were brought down, unto a curse. Substantial things have occurred since then, all a struggle under that curse. This book would be nothing- would not have been, were it not for Satan. But through thick and thin it was because of him.

Screen shows "Age 6." it's morning, breakfast time

"Hope!" Heather chimes. "Your birthday is tomorrow so what kind of cake do you want?" Hope says, "Devil's food!" Heather states, "I told you Hope, it's not called Devil's food cake. It's called Red Velvet, but I know what you mean."

"Can I have my presents now mom?" *no*, she says. "Please?"

"Hope, no, that's why it's your birthday, it's the one day you get lots of gifts, you know that." "Okay, Ma," he says. Heather tells Hope that his aunt is coming from out of town to see him. "Yiuve never seen your aunt," she says. "and tomorrow she is coming by with a gift, and to see you. Your aunt, my sister."

"We weren't too sure about that, me and your dad, but she seems to have improved, but you wouldn't understand all that. But if she starts to say mean things about God, or says things about the Devil, just ignore it, don't listen."

"OK." (Heather and Hope talking..)

Get your back pack, I'll walk you to the bus stop.

Mom, your sister sounds scary. Why would she tell me about the devil? I do t really know, son. Sometimes people just get caught up into things they shouldn't. But you don't need to be afraid. We'll protect you. God will protect you. You should be exited about your birthday. And lucky you, it's on a Saturday. I'm sure you'll ave a good time. You know, we want you to have your presents now, too, but we will both have to wait until tomorrow. Have a good day at school, son. Try and make some friends. If anyone fights with you, stand up for yourself. Just don't et into any trouble. Oh, and here is a few dollars that you can spend. Be sure its not all candy. I will see you when you get home. Heather says, and Hope tells her bye.

Hope thinks to himself 'I wonder what she meant. Why would her sister like the Devil?' and moments later the school bus comes. He gets on board and takes a seat. A little girl looks at him and asks, "who are you going to fight today, Hope?" and a boy near her says, "whoever it is, they're in for trouble!" Hope says, "I don't really like fighting people. They just think they're better than me, sometimes." "What do you mean?" The girl asks, "Oh nothing really, just that they're jealous. And they don't like me." "Well that's true, but just a little. You are a little strange, sometimes, but I like you anyway."

"Strange in what way?" Hope asks

"Well sometimes you talk to yourself."

"I don't talk to myself. I talk to things I hear which other people don't."

"Maybe they're spirits." She says.

Hope says, "I don't know, I guess, maybe. You really think spirits talk to me?"

"Well I believe you when you say that you aren't talking to yourself. And things talk to you we can't hear. What else would they be?"

"I don't know." Hope says. "But they bother me. And I know they are real. But that doesn't help anything."

The bus pulls up to the school and the kids get out and make their way to their classes.

"Are we all here?" teacher Murphy says. "Let's see.." *after a role call the teacher proceeds with his lesson.*

"Do monsters exist?" -no- "Who said that?" -me (not Hope)- "Oh, okay, Henry, tell me how you know. "Because, well.. I don't know, they just don't. -See class, these things you know as you grow. When you grow, you will find out that there simply are no such things. When younger you expect things, when older you've topped looking for them. This is true with a lot of things, like magic powers, angels, and demons. There are no such things." The teacher lectures.

Right after which Hope yells, "Quiet!"

Excuse me? The teacher asks. Did you hear something?

Hope says, "No, it was nothing. Sorry."

-But you did, you did hear something didn't you? And this has happened in class before. If you tell the truth then maybe I can help you. Do you hear things that others don't?

Yes..

That's all I needed to hear. I will talk with your parents about this at the end of the day. Don't worry. You've done nothing wrong. In fact believe it or not I know exactly what to do to get you help. And don't feel ashamed.

Murphy says a few more things moving away from the topic and the scene cuts into Hope on a bus talking to himself.

"What do you want? Can't you leave me alone? I just want to be left alone awhile. "

Hope makes it home and goes through the door.

"Oh hi, son. We had a talk with your teacher earlier, over the phone. He tells me that you have been hallucinating.

"What's that?" Hope asks.

"It is when you hear things that others don't, or when you see something others don't, or that really aren't there. He asked me to get you an appointment to see a special kind of doctor. And don't worry, they are the nicest kind of doctors. We will be going down there in just a little while. We didn't want you to have to see him on your birthday. We

told him tomorrow was your big day and he agreed to be seen today. So we have an hour until we are going.

I suspected something was wrong. We thought you had a bad case of an imaginary friend. But we could tell it was worse than that. The doctor we are going to see will tell us about what is going on with you. And he said there is a pill you can take daily to remove these hallucinations, meaning just by taking this special pill the voices will stop talking to you."

-Really? Hope responds. They will stop? Well, that's great. I won't be bothered by them any more?

"Yes, son, it sounds exactly that way. I can't say exactly that what you are hearing doesn't really exist. Maybe they do. But that's not so important. What's important is that we make them stop. And I think we can. So get ready, we will be leaving soon.

"Get your things we're going! Your mother is coming with us."

Heather: I am very excited about this. I think we will be able to fix your problem. I was told about everything that's been happening to you. Let's hope for the best, Hope.

Hope: It's okay mom, I think so too, are we going now? I've been waiting forever.

Joseph: and here I was thinking that you'd be nervous. Okay. Let's go.

In the car

So Hope when we get there all we need you to do is to be honest. When he learns what's going on then he will know just what to do to help you.

Yes and don't be afraid to ask questions.

Arriving

So is this your son, Hope? Why don't the three of you come in. We have set aside special time for you. Actually I am happy to see him. It isn't every day I get to help a person like him.

-Like what?

"Well discuss that soon, but first I want to make sure of his condition. I wouldn't want to get the facts wrong.

Here, Hope, take a seat. Now tell me, have you been hearing things that others don't?

Hope: Yes.

"And can you tell me a little about this, like what they tell you?"

-They tell me that I should pray, do well, things like that.

"Well at what?" The doctor asks.

- Oh, well at life in general. They tell me when I am doing things right, or when things aren't be. And they tell me things about God.. Like, "God is Salvation."

"OK," the doctor says. They tell you to do things, and you do them?

- Yes, and often. And I ask them to be quiet, but there's more than one. There are many.

"I understand. I want you to know, the voices, they may be real to you, but to others they aren't. And I think you will feel much better with them gone. Do you want them gone?"

- Yes! More than anything!

OK. I have talked to you all that I need to and now I am going to talk to your mom and dad for a moment. We will fix this problem and you will feel much better, I promise.

The doctor talking alone with his parents

"Your son has a condition known as Schizophrenia which is rare in children but possible. And I thought as such though now I'm sure. It isn't known what causes Schizophrenia but what is known is that it may be a chemical imbalance. There has been treatment for it for some time now, and it significantly reduces symptoms, and for the fortunate, all symptoms. This medication is safe. I suggest you have him started on it.

Joseph: its not going to make him high, is it? Or dumb?

No, no. Not at all. It doesn't induce euphoria. In fact if you overdose on it, even then it doesn't, in fact you'd just feel like shit. Actually it only effects such a specific part of the brain that other neurological functions are not effected. I recommend it, but it is your choice.

Heather: I think we agree don't we honey? Yeah, I do. I think it would do a lot of good with all I heard.

Doctor: Okay then, we can start him on it tonight. You've Ade the right choice. They're not a cure though. He will have to stay on them.

Heather: c'mon son, we are going.

Hope: but mom,

Heather: Were done, we are leaving to get medicine for you. When you take it you won't hear voices anymore.

The scene cuts to a birthday song being sang, a celebration of Hope's birthday.

Heather: red velvet cake, extra red, just like you asked!

Thanks, Ma!

Say a wish and blow out the candles! (Which he does, then)

Heather: enjoy a little cake before we get to the gifts. But first, we have your medicine for you.

Okay, Pa.

Joseph: here you are, and some juice.

Thanks, I hope that makes them shut up.

(Parents laugh)

It will, but you will have to keep taking them, or they'll come back.

Well that's easy, I'll just keep taking them, then.

Heather: here is your first present. Open it up!

Hope: Oh, Ma, it's a () just as I wanted.

Heather: there's more, son.

And the presents are opened one after the other and a general scene of happy feelings.

The door bell rings.

Heather: you are here a bit late, what happened,?

I was held up on the godamn road. A police officer pulled me over for speeding. Got a wonderful fine now, and I was just trying to get here on time.

Heather: Hmm. Sorry to here that, sis. Well be welcomed in. We're glad you're here!

I'm glad to be here. So take me to my nephew. I'd e very happy to meet him.

He's this way. Come on in.

(Meets nephew)

Well hi Hope! I am your aunt Hariot! It is sure good to see you! I have a gift for you. Here.

Thanks aunt..

Hariot.

Thanks aunt Harriot!

"Well," she says, "the powers that be have blessed me. I hit it lucky on a lottery scratcher, and I have the powers of magic to thank for that."

"Sis.. We don't red those silly ideas in our son's head."

"Well, you believe in angels and God, don't you. It ain't silly at all, I got what I asked for using magic, *white* magic, that is."

"Yes, but that kind of thing is not for Christians."

"Who says? White magic is holy. You won't e damned by it. You just don't understand "

"Magic, mom?"

"Yes son, my sister uses magic, it has always been something she's interested in."

Heather: "Harriot, just please don't talk about this stuff to our son, okay?"

"Alright. But if you just knew how useful it is, the things it can do. And it really isn't evil, not like black magic."

Heather: "Well, maybe you've already said enough, how about that?"

Chariot: "Okay, then. I guess you're right."

And at that moment, Hope began to have an interest in the subject of magic.

Joseph: "Well, anyways, how do you like your toys, son?,"

Hope: "I do, a lot. But I am very tired right now. I'd like to go to bed, in fact."

Joseph: "Oh, of course, son, go right ahead."

The next day at school Hope is sitting with his friends at lunch in the cafeteria and Hope asks about magic.

He simply asks his friend, "is there a such thing as magic?"

"What kind?"

"Like white magic?"

"Yeah, my uncle uses it."

"Well for me, it's my aunt. She said she used it and got a lot of money from it." -My uncle used it to curse someone, and they died of a heart attack. He uses black magic. "Does black magic send you to hell?" -Yeah, probably. "White magic, is it alright with God?" -I guess, I don't see why not. "Can you teach it to me?" -Me? Probably not, but there is the internet.

I'm sure you could learn anything you want to know about it online. "Okay, I think I will when I get home." -Sounds all cool to me, to, I think I will, too.

Hope arrives home

Heather: Hi son, how was your day at school?

I don't know. Okay I guess. We just did the same normal things. And my friend talked to me about magic, and how it's real.

Yeah? Well, just don't hurt anyone with it! (Laughs.)

Hope goes into his room. He looks up online things teaching magic.

Screen says, "Age 8." (age 7 is skipped.)

Hope puts on a crystal necklace and then goes to school . On the bus he talks to his female friend and she asks about what kind of magic does what and how to do it. He says, "Well yesterday I found a really neat quartz rock , I took a branch from a weeping willow tree, and made it into a wand." "But to be honest, I haven't found any magic yet that works. So I'm thinking that maybe I should give up."

In class Hope is given a book on magic that is of a Satanic type. His friend, Gail, is a boy who is a devil worshipper. He says that white magic is weak. He expresses that Satanic magic is a great power. And he gives him a CD of a Satanic metal kind. "They are the best evil," Gail says. And keep the book. Hope opens the book, briefly looks through it, and says, "this is evil. But it isn't right for me. I'm a Christian." Gail says, "Well keep the CD at least, but I'm selling you if you are looking for real power, this is the right book."

"I don't know, God, would it be alright?" Hope thinks.

Hope gets home and plays his new music and turns it off. Joseph comes to him saying he has a new movie for them to watch. They go into the TV room and he says, "We've never taught you about Revelations in the Holy Bible. This is a good chance to. What you see in this movie is real, it is things the bible says will be happen.

The movie plays and ends and Hope is quite impressed with it. It makes on him a lasting impression. He goes into his room and draws a dragon. He picks up his bible and reads Revelations. His thoughts begin to shift as he has this as a great new interest.

Heather "We have a vacation this summer, Hope. We are going to Church camp." We are going to attend some Church there and learn about God, bit also do some hiking and playing some games. We think you'll really like it."

"Mom, " he says, "About Church? I want to be baptized. Can you help me get baptized?" Heather is moved and responds, "We were waiting for this, your father will know what to do. Go ask him for help."

So Hope going to his father does so, he goes onto the phone and calls the preacher of the Church and says:

"So good to get a hold of you, Harold, this is Joseph. My son is wanting to be baptized. Can it be done this Wednesday?"

Yes, he says, telling him to bring him in early to prepare for it. And so the day ends, Joseph hands his son his medication (for Schizophrenia and tells him, "Have a good nights sleep, pray, and tomorrow you will be baptized."

Hope prays that his soul be saved and that Jesus is with him, always. He asks to be remembered as he is on that day.

Waking up with a morning sun coming from the window Hope's mom calls out,

"Time to rise, Hope! I've made your breakfast, (Hope enters) don't t it all at once. Enjoy it, it's your favorite: French toast. Do good at school, today, when you get back we will get ready for your baptism tonight. Your dad has something to talk about with you."

Joseph asks Hope if he knows exactly what a baptism is and why it is done. Hope says that he wanted to be baptized as a pact that can never be broken. Joseph says, "that's right. You can be saved at one time and damned at another, but with a baptism salvation can never be undone. God will remember this day. Though you may be any kind of evil in the future, He will remember you as he did on this day. And since you are so young, it is a good day to be remembered by. ..Hope, you ate doing something good and me and your mom are both proud of you. We love you very dearly. Okay, now get ready for school and we will see you when you return."

The devil worshipper of the school comes up to Hope and asks him, "Hey, is you aunt named Hariot?" - Yes, how did you know that? "Because I've been going to her house. She likes to discuss things of magic with me. I saw your picture on the wall. I asked about it and she said that's my nephew Joseph." Your aunt knows quite a bit about magic. She's a good teacher, too. She taught me the Tarot, for one.

A scene cuts in of him with Hariot, and she asks that he give Joseph a deck of Tarot cards without saying it was from her.

Hope asks, what's the tarot?

Well you lay them out in a certain order.. Here, it would be easier if I showed you.

He lays the deck out. This tells you what's behind you, in your past. This is what's ahead of you in the future. One here for obstacles, one here to answer your questions. And this book, it tells

you what each card means. This is just white magic stuff. In fact Christians invented them and use them all the time.

Hope: wow, that's really neat. Its easier and makes more sense than the other magic I've been trying.

Oh? Well you know what? Take this book and this deck. I have another. And when you get home try it out. But don't let your parents know, they might not understand. You know what they say! What they don't know won't hurt them!"

The teacher announces

Class is ready to begin! Today we will be discussing the basic theory of evolution.

..Hope gets home and, going into his room, puts away His Tarot deck.

Hope then opens his bible to Revelations, and says to himself, "And a great Beast came out of the sea." And he draws an image of the Beast and puts it in a pile with other drawings as he flips through a few.

Hope then goes into the living room and asks Joseph, his father, if he thought Jesus was coming soon. Joseph says, "well nobody does. The Bible says that no one will know when that day is."

Hope says, "over all this and what bad things are said are going to happen I think I'll be good and well. My God loves me. Everything else doesn't matter so much. You know dad Christians have nothing but bad things to say. They judge people and what they do more than anything else. Their God hates them. My God loves me. I believe he even made the universe itself just for me. And I don't think that's bad thing to say, if you think about it the right way."

That's a very good thought, Joseph says.

A brief image of being baptized and looking below from a mountain, screen says, "God be with him." Then screen days, "Age 10" (age 9 is skipped.)

Hope is told by his mother and father that he isn't doing well since he stop taking his medication for Schizophrenia. "And its caused you to become involved in these things of the occult." "When you were standing next to me, staring, with a butcher knife in your hand, what were you thinking? It is going very bad for you, Hope. And after that fight in school your teacher called us and said that hospitalization might be urgent. What were you thinking? You bloodied his face! Why?"

"We are sorry, Hope. You are going to be entered into hospitalization today. We will be driving there now. We have a bag packed for you. Come on, we're leaving."

A scene of Hope crying on the way and then the scene skips to a group of psychiatrists talking to Hope. "Welcome, Hope. We have heard some things about you. Such as thinking of killing people, and actually harming someone quite badly. Would you like to say why?" Hope says, "To sacrifice. For power. The Devil wants a sacrifice. The sounds I hear bother me to do it."

The doctors inform them that he will be admitted into their place until he is back on meds and stabilized, "and this is urgent," they say.

"You are Hope?" a nurse says. "go into our changing room and put these on. When you are done come out, and we will take you to your room. Your lucky, it is just about time for dinner. Are you hungry? (Yes) and hope ones out and is shown the room, goes to the cafeteria and eats. When he is done he is informed to wait in the med line (here) to receive his medication.

But he doesn't and is approached. "Hope," they say, "we need you to come take your medication." He tells them he doesn't want it. He is asked, "are you sure?" and says, "yes."

He hears a voice saying, "kill them, all of them, you murderer, eat, eat, eat the fruit and die!" and he hears sounds of suffering in his mind. (These are hallucinations.)

A doctor approaches Hope with a needle and two nurses. They tell Hope, "Choose one or the other Hope, the needle, or the pill. So are you going to take the pill, or get the shot?" and Hope begins to yell, "Oh no! My God? They can't make me! Lord Hod stop them!" he is then grabbed and the meds, injected. He is held still until he calms down. And the doctor says, "Hope, I pray that God be with you. May he bring you out of this terrible ordeal."

Scene jumps to Hope sitting before a team of doctors talking about his improvement to him and tells him he will be free to go, soon. Scene shows a girl screaming that God is returning and Hope is picked up by his parents.

"Hope," his mom says, "It is so good to see you. We have been praying for you every night. We felt bad about sending you here. Do you know now why we did? Can you see that you could have hurt some one bad, even killing us? So how are you feeling? Any better? The doctors told me you are fine now and assured me that you are. So I know you are and am just glad you are with us again."

"Yeah Hope, I'd at the same. And I am glad we got you help in time. Hope, you have got to stay on your medication. While you were in we did some research about your

condition. Hell, I thought Schizophrenia was just a mind splitting thing. We know about it much better now. We know how important those pills are for you. And you've it to promise us you will stay on them. Do you promise? *And Hope says yes.*

Good. Good. Now let's head home. We have your favorite cake waiting for you there.

Devil's Food cake? Really?

No Hope, it's called Red Velvet, remember?

- *"Oh, well that's what I meant," Hope says.*

So the day becomes the night as the sun goes down and they ride through the desert with good music playing and a scene of God in Heaven with his angels are celebrating.

Hope gets home and eats his cake, takes his meds and goes to bed. That night a bright light appears and the angel Gabriel comes to him. He tells him that he has a purpose from God.

He says "God our Great Father has designated you to be the Man of Balance. As such you will determine a lasting balance between what is good and what is not. It will be your undertaking to create Christian Satanism. As such you are to learn and become Satanism right with God and Christianity.. Make it, which is right with the Devil. We know you can do this and will put this purpose within you.

And the angel disappears. Hope says to himself "make Christian Satanism? Make balance?

Hope rushes to get out of bed but falls back down and falls asleep. He has a dream:

Hell needs you. Man needs you. Heaven needs you. Create a balance.

The next morning Hope goes into the living room and turns on the TV and (some sort of cartoon that involves devilish things) is playing. Hope thinks, last night? Last night there was this.. Angel. He told me to create something called Christian Satanism.

Hope goes to his parents and describes his vision. His dad doesn't seem to understand. He says, "Hope, you say you saw an angel, and something about Satanism? Hope this is strange." "Are you sure it wasn't a devil, or an hallucination?" No, Hope says, "An angel gave me instructions from God to create a thing called Christian Satanism saying for the sake of balance.

"That sounds incredible, Hope. So much that I believe you. I guess I could doubt you, but it wouldn't accomplish anything. I don't think that's something I can help you with, but maybe your aunt can. I'll talk about this with your mother later, I'll have to, but she

might not want to hear it. Personally I don't think she's such a bad person, but your mom think she's a Devil Worshipper. But I just don't know who else you could go to about something such as this.

A brief scene of Hope elaborating about God's purpose for him, speaking with Harriot in her house.

The scene jumps to "age 13"

Hope is in his aunts house playing with a Ouija board which reads out "thanks." He asks. "thanks for what?" And a cross on the wall falls down, landing upside down, and falls from there, landing straight up.

Harriot says, "He appreciates you for creating Christian Satanism, Hope."

Hope says "Then I will. And will do my best at it. This is all so strange."

Harriet says "I'm sure it is. But I have always been opened to these things. I know you'll be used to it all soon enough. So where will you start, Hope?"

Hope says "well where should I?"

Harriot says "I would start by studying. And praying. I have two bibles to give you. A few books to help you understand scripture, too."

(Harriot leaves a moment to get them. Returns.)

She says, "here. Keep them. Take them home and read them. And don't bring up too much with your parents about what you are doing. Just blend in. People won't understand and they don't have to. But I believe in you and am proud to be in your life right now. I will help you all you need. Any time you need advice or just to talk, then come to me."

Hope returns home and his parents are at the table. They tell Hope that he is going to be placed in a Christian school. It is summer time. He has a month or two to get ready for that. And Harriot has agreed to drive him there every morning.

Hope just nods and goes to a TV. Sitting down there's a candy bar commercial that has a gray candy bar and says "White chocolate. Black chocolate. The best of both worlds!" and Hope laughs a little. A moment later and he laughs again. He smiles, seems to feel better. He grabs a book from his bag. Sees "A History of Christianity" and opens it up, reads it a moment and his parents walk in. "What's the book?" his mother asks. He says "this?" "Its the history of Christianity or something."

"Oh what a nice book!" his mother states. "I think the Christian school will be a good place for you to go, Hope. And Hope says, "yeah. It's like you read my mind." "I didn't really have any friends at school anyways, Ma." And she says, "well in a Christian

school that will be different. But remember you are there for God, okay? And whatever purpose He has for you. We *know* that something is going on with you in these things. We don't think you are just crazy or something." And his father says, "we don't Hope. That's really why we are sending you there. To put you into God's hands. We trust in Him. We have faith in Him. We know He will see you through." His mother says "let's leave him alone so he can read." And they leave.

He goes into his room and finds there are school supplies. And a note. The note reads "Only the best for our son. Here are your school supplies. Your aunt Harriot helped out." And they look impressive. Even a really nice backpack. And some mostly gray clothing. Some black and some white notebooks. Gray binders. Pencils and things. Hope has a flashback. Only he didn't know it was him in that flash back. He sees himself falling from heaven and landing on the Earth. He utters *where am I? Where is this? Where am I?* He's startled by the vision and begins to cry shedding black tears. He collapses on his bed and falls asleep. Little demons are seen dancing around his bed at night, but he remains asleep. Dawn comes and they cry out in anguish and leave. A vision appears. A scene of a new Earth and Heaven. Christian's are seen ardently praying. And are lifted up to Heaven. Satan (Hope) is seen taking a seat on a gray throne and Jesus (as he is typically depicted: white robe and beard) places a necklace of a cross around him. His eyes are closed. Then Hope wakes up in his bed.

Hope's parents are talking in the living room. "We have a good kid. May God be with him."

"Yes no matter how involved he got in Satanism he always came back to God. Those doctors are atheists. Atheists can't give him the help he needs. It's getting late. I'm going to wake up Hope. If he wants to go to Church then we will know he is understanding of these things. If he doesn't then I guess that's alright as well."

"Hope!" Hope comes from around the corner. "Would you like to go to Church this morning?"

Hope says, "right now?"

His father says "yes we need to leave soon if you are going."

His mother stays at home that morning.

Hope says "Yes dad of course I'd like to go. I think it will be the only peace I had in a long time."

His dad says, "that's just what I wanted to hear. "

So they are at Church and the preacher is preaching about the love of God, his mercy, his all loving nature. Of forgiveness. He says all *people* are forgiven who ask for

forgiveness and live by faith. He expresses that Humankind as a whole are forgiven. Hope looks at a crucifix on the back wall. Beneath it a baptismal pool. There's a snake winding around the crucifix that only he can see. Then he sees a goat drinking from the baptismal water. An electric guitar player grinds the guitar. Then Hope sees normally again. He is looking at the guitar player and *just as I am (Lamb of God)* music is being played and sang. Hope decides to talk to the guitar player after service. There's a final prayer.

In fact he waves him towards him. He says "Hello Hope." Hope is surprised he knew his name. He asks "do you know me?" And he says "Oh yes I'd say right now I know you more that you know yourself." Hope says, "you know me. Who am I?" He says, "I can't answer that right now. And what a pity. It's been a long while since I have seen you." Hope asks for his name and he says it is "Samael." And adds, "but you can call me Samuel if you like." And adds, "This gray stuff and your personal redemption was all my idea. I myself was never either one or the other but both. I talked to God about you pleading for your case. It seemed like the perfect plan. And that is was. Not just for you but for all of us."

And finishes by saying, "you should go now. I don't want to ruin anything for you, and God forbid I do."

Hope and his dad get into their car. They drive a moment and his dad turns on the radio saying "how about some Christian music to top it off?" turns on the radio and Christian metal music is playing. He says, "not my cup of tea." Hope responds, "Oh I kind of like it. It feels more inclusive. Like anyone is allowed in." Then his dad says, "well come to think of it that reminds me of what Paul said about Christian's eating pork with the sinners and not complaining about their food. And to be all things to all people. It seems like the deal is that we are all saved. That salvation is a personal gift from God. One from him. Not one that other Christian's give to you. Never did like that hell fire sinner approach. Like there's a right way of being saved. Jesus saves. In fact he will pursue the one lost sheep leaving behind the other 99 who already have salvation."

Hope seems perplexed. He says, "it's me Dad isn't it? I'm the Devil. I'm here in human form to be saved." But his dad didn't seem to hear him.

A car is seen driving furiously down the road. It is blaring heavy metal. And it rams onto the vehicle of Hope and his father. A moment passes. Both vehicles are torn all up. Hope's father looks at him and asks if he is okay. He says "Yes dad, what just happened?" He tells him they were in a wreck. "Are you hurt?" He asks his son. He says "no, I don't think so." His father says, "Hope I am so glad you were wearing your seat belt." Hope says, "yeah, and you yours." His father says, "I think we are okay." He forces the door open and walks to the car that rammed into him. An awful scene

follows. They are all dead. He gets on his phone and calls for help. He goes back to his son and says, "I called for help. It shouldn't take too long."

Hope asks, "how about them?" He responds, "I don't know for sure, son. Are you able to get out?" Hope says "yes" and does so. His father asks "and your sure you're okay?" Hope answers, "yeah. I guess so." His dad says, "the ambulance will probably take us to the hospital to be checked out. Once there I'll call your mom." What a horrible thing to happen. But I was driving safely. I'm sure the police will find I'm not intoxicated. And I wasn't in my phone or anything." Hope says, "no dad it certainly wasn't our fault." His dad says, "yeah but that doesn't make me feel any better about what happened." Hope goes toward the wrecked car and his dad stops him. "Hope, don't come any closer to it. It's a nightmare." He sheds a tear and says, "oh what a damn awful day." Heavy metal music is still heard blaring from the car. For a few moments it's all that is heard. Then the police and ambulance arrive. A hectic scene. Some over here, others over there.

One police man says to the other, "these guys had alcohol in their vehicle. A couple of opened beers and a half empty bottle of whiskey." "Can we turn that damn music off?" The other police officer asks. And it's shut off. "I'm going to ask some questions to the others," the police officer starts talking to Hope's dad. "Can I ask you what happened?" Joseph says there's not much of anything to explain. We were coming home from Church.." The police officer interrupts, "well yes, of course, its Sunday. I go to the same Church I believe. Bot today though." And Joseph continues, "then there was a sudden wreck." The police officer asks, "were you on your phone, or drinking?" Joseph simply says "no." The police officer adds, " I'm sorry that I cant take your word for it. These guys were obviously drunk with heavy metal music booming from their car. But my job requires that I have you do a field sobriety test. He reaches to get a breathalyzer saying "breath into this." Which Joseph does. He looks at it. He also sees a Holy Bible on the roof of Joseph's car and pauses a moment. " You know what Joseph? I'm sure your day has been bad enough already. I'm going to ask: would you get into the ambulance with your son? We just want to make sure you two are okay." Joseph obliges and they are sent to the hospital.

Along the way Joseph calls Heather and informs her that he and their son is on the way to the hospital but not to worry. Everything seems perfectly fine. " Have Hariot pick us up. Come over with her. But don't worry, we'll be fine. Yes. Yeah there were some drunk people playing music very loudly. They didn't survive. It's a miracle we did. The police understand. No, they didn't survive. They couldn't have looked any worse, believe me. But me and our son is okay, I promise you."

He hangs up his phone. Hope says, "Dad, what do you think it means?" Joseph says, "well what do you mean son? Was it an act of God? I don't think we need to know more

than God had us survive. He showed to us to not have fear, perhaps." And Hope said, "I was thinking the same thing. The same way about it. A persons death is up to God. He wanted us to live through this. As a result I feel like I can have a lot of trust in Him."

Joseph says, "sounds like you hit the nail on the head of the hammer!"

Joseph says, "Hammer?"

Ge has a vision (in fact a flashback) of Jesus' hands being driven into the cross with a hammer. And his suffering. He then sees the disciples of Jesus being hunted down and executed. And Peter asking if he can be crucified upside down. His hands are driven into a cross with a hammer."

Joseph says, "Son! Son!" And Hope snaps out of it. He explains he had a vision. One that was like he was really there. He tells his father he knows who he is now. He's Satan. His dad says that's nonsense. "Nonsense, son. Why would you say that? You are a devote Christian. Those two don't go together. The Devil? But you are a human being." Hope says, "never mind." His dad says, "What happened isn't your fault, son. Maybe you've just been feeling a little guilty." Joseph says, *feeling?* "Don't you mean *feel?*" "I was feeling guilty on the way home. And I don't think God wanted me to be. I'm a good person. There's no reason to hate me."

"No not at all son. In fact I'm proud of you." Hope looks up at the TV. A coffee commercial is on. It says, "don't like your coffee bitter? Add our half and half creamer." It makes Hope chuckle. Hope lays down and Joseph is in his chair and a moment passes, the scene is cut to Hariot and Heather arriving. "You two look perfectly fine. Thank God! I was worried I may see you with some IV or something attached to you. But not even a cast on your arm. Are y'all ready to check out?" Hope says, "let's get out if this place. I'll feel a lot better when I get home."

The scene cuts to Hope in his bed looking downward sitting up, hands together. He prays, " God be with me. And redemption too. God rest my soul in His Kingdom. And help me remember who I was and where I came from. God forgive me of my sins. My iniquity. And grant me salvation. Thank you God for my father and mother. Thank you for my life. Thank you for Hariot. Thank you for everything you've given me. And most of all thank you for the love you've given to me."

Hope suddenly sees a sunny sky above him. He is in a field. A grassy field with lots of sunshine and a voice coming from above: the voice of God. God then says, "I love all of my Children. I remember the good in them even if they turn to wicked ways. I so loved you. I made you perfect. I adorned you with the greatest things. And I never turned against you. I have sent you to the Earth for redemption. And you are a good person. You are a loving person. And a faithful person. So yes, I do forgive you. I will have you

create Christian Satanism in your lifetime. And as such as that heaven and hell would agree. And under Christ it will be your Kingdom, its prince, my gift unto you. You will be given all you need to do so. I so love you, son."

A black rainbow appears before a tree and Hope is seen running towards it. Then Hope is back in his bed asleep.

He wakes up in the middle of the night. He hears a voice saying "come here," and follows that voice like in a trance. He goes through his yard out into a field, beside a tree. And a spirit appears, angelic in nature. There are toads around her. She says, "A great pestilence is coming, with God's wrath. And with God's wrath comes a great anarchy. The destruction of this world is coming for the sake of its renewal. But you will be unharmed. Return home now and watch your television. It will inform you more. And be aware that things will not get any better until God's purpose is fulfilled."

Hope returns home quickly enough and goes into his room. He turns on his TV. He goes through a few different news channels. He sees that two violent things in the nation just recently occurred. Victims family devastated by it, mourning. And a new virus emerged called *Ebola Congo*, a new Ebola strain that is far more contagious and considered impossible to treat. The newly identified virus was mistaken for Ebola Zaire. But after it started spreading so quickly doctors identified it as a new strain.

And that was it for the news for him now. He decided to go to his aunt's house and talk about everything with her, the one person who would understand and believe him. He walks to her house and knocks. After a few minutes she opens her door. He goes inside and sits. She asks, "hi Hope, what brings you here?" Hope says, "there's a lot to talk about. Things have gotten very strange for me lately. I feel like I can't take it all in. Like I am in *automatic mode*." I was told I am the Devil, by spirits, by God Himself!" As I understand things, God has brought me into the world for Salvation. As the only way I could be saved."

Hariot says, "That Jesus came into this world as human to save us, and to save you by making you human? How interesting."

Hope says, "so you believe me?"

Hariot says, "Yes, I do. And what about the Christian Satanic thing? How does that fit into everything?" Hope says, "As I understand it, it is a thing of balance, which God wants. Almost like giving me half a People, without Christ removed. And a purpose for me desired all along. So it's my gift to Him but also His gift to me. And last night I was visited by an angel who told me things like a pestilence and total anarchy is emerging."

Hariot says "Yes, sounds apocalyptic. And horrible."

"Turn on the TV," Hope says. And Hariot does.

"A meteor is on it's way to Earth," the news says. "large portions of Mexico are being evacuated. The asteroid is a large one that somehow slipped past our observation." And scientists on TV are making excuses for themselves. "Its predicted that in three days it will strike. We are taking immediate action. To strike and break it up before it arrives. If you have loved ones in Mexico then inform them to leave *now*."

The president of Mexico is heard on TV saying "America must open its borders to us so we can get out of harms way!" The news caster says "Earlier today the President was asked if this will be done. He irrefutably said "no," that there was more than adequate space to evacuate to. That "We mustn't panic," and we must "maintain law and order." But it is not clear what he meant. The world seems in panic right now as Ebola Congo has entered into our nation and some European countries. While three more mass shootings have occurred here in the last few hours. Some people are calling this the time of Gods wrath."

The TV is turned off. Hariot says, "looks like we are in those days. The days I've waited my life for. The things of God's time. The return of Christ."

"We are," Hope says. And looks a little sad.

"I'm going to go home now." Hope says. "Pray for me. Pray for us, okay?" And Hariot says she will, and tells him good bye."

He gets home and greets his father who is beside the TV watching the news. He sits down and watches TV with him. His dad says it looks a lot like a dark age has been dropped on us. Have you seen the news today, son? And Hope just says "yes." A moment later Hope says, "All of the old prophesies are coming true, and quickly." His dad says, "yes, like right out of Revelations in fact. I don't know if I should be happy or sad. Both I guess. It is bitter sweet isn't it?"

"I have a feeling that this is the least of it," he says, and leaves the room.

He goes into his bedroom and sits at his desk. He takes out his best pen. He has paper in front of him as he begins writing, brainstorming, looking at one book then another. He says to himself "I don't know where to begin."

The next few days his father puts up a new security system. His son says, "that'll make us safe alright. Fortunately we are mostly alone in this area. So that's in our favor, too."

His dad tells him, I have a couple of guns too, son. I will keep us protected. The asteroid towards Mexico landed that day. The devastation was more than a hundred miles wide.

People are seen getting sick, increasingly, over Ebola Congo. And renegades are everywhere. At school the class is told to keep safe and continue praying. About what to expect according to what the bible tells them. But Hope is more often at the library of his school. He is there reading and writing. Feeling that school in times like these is pointless. And he's right, the world is about to end.

After school a gothic looking friend asks him, "hey Hope? Still working on Christian Satanism? And laughs." Not in a bully kind of way, but friendly. "Yes he says, of course." His friend says, "if you ask me I'd say we are *already* in hell. Start a group someday, Hope. Don't just be making books expecting it all to come to you. If you ever do I'd love to be a part of it."

"I'll do that," Hope says, and Hope waits for his aunt, who soon appears, and goes home."

At age 19 the world truly went to hell.

The scene is set with a giant cathedral. *Hope's Cathedral* as it is called. Giant devils adorn the left side. Angelic figures on the right. And Hope is in the center preaching. He says "salvation comes to any who ask of it. If you are told otherwise then you are being lied to. We open our lives to Satanic things. But we don't blaspheme. We hold God in high regard. As it is true that the iniquitous can never be banished we stand here as so but beside Christ who saves. Gods wrath is pouring down furiously. There is no real safe place any longer. People are running for their lives. It is just as it was written in Revelations. I am The Devil Himself. I have come to accept and enact my role accordingly. God placed me on this Earth for salvation. And to be a shepherd. A good example. A positive influence. Don't object to what I say. I am speaking the truth. That person I was in his previous existence is no more. As I have changed. I could only change by walking among you. God is wise. He works in mysterious ways. As Christian Satanists don't act immorally. Practice at least a degree of balance. You don't have to sacrifice yourselves. Your cross is a golden one. Though it may be heavy it is the most valuable of crosses. Continue spreading the word. We have grown quite popular in the last year. In just a year the news people came here to interview me and I see our Church, our books, our religion, on TV sometimes. Its nice being famous, isn't it? It's not all on my account, but through God Himself, mostly through Him I'm sure. I have sent out four people to establish four more Christian Satanic Churches. They will be helped by the higher powers. And I assure you we will be gaining ground very quickly very fully. Take these facts home with you tonight. And may you rest well until we meet again."

Organ music begins playing, sometimes lightly sometimes strongly. And every one disperses except for one. That one was Samael again. Hope says, "with so many of my

memories returned I recognize just who that is! How are you old friend?" Samael tells him, "most wonderful. Though I feel bad for the suffering of the people. Almost grief stricken and happy at the same time. But things will get better after it is all over with. So I feel very optimistic. How about you?"

Hope says, "well, at age 19 I am a very young priest. That's not really so though. I am very, very old. I have come to love God and his plan. And I can't imagine ever returning to my old ways. A few things would help, like getting my books published. I don't mean *self* published. I mean like in stores and all over the place. I think it'll happen. It's early yet and I've gained a lot of popularity in the world. I think I still carry some vanity with me. But my heart is now in the right place."

"Hope I would be happy to have your books published. You know I am able to." And Hope says, "actually that didn't occur to me." Samael says, "I indeed can, and will." And Hope responds, "Thanks, old friend." Samael says, "A person that wants to make everything with his own bare hands. But believe me if you ask help from God He will never deny you. I'll see you again soon. Until then."

Samael turns into a metallic statue and Hope puts his hand on its shoulder. He looks around at his Church and leaves. He goes upstairs where he sleeps. But he is a night time person. His bedroom is on the roof of the building. He looks down and senses he sees a demon down below. He is sure the demon is there to protect him. Where he goes he knows they are around to do so. Hope looks up at the night time sky. There's a lot of stars and the moon. The stars turn a little larger and golden color. He sees a star like that of a window opening. He sits down to write awhile. The time goes by quickly. Twilight emerges in the sky. He takes a picture of the fresh morning sky as he likes to do every night. He lays down and falls asleep.

The phone wakes him up. He introduces himself as a fan of his writings and a fan of Hope himself. He wishes to meet with him about publishing his book. To consider what price Hope would want for his writings. And says if he has any interest to sell them then to make an appointment to see him. Hope tells him he is available any time. "We are a town away and I will leave to go there in about 2 hours. So I'll see in you in about three." Hope says, "sounds good, I look forward to it."

Hope hears a voice in his mind that tells him to turn on the TV. Which he does. The newscaster says "It has been years now since disaster struck us. With Ebola Congo and anarchy, war and space phenomenon it is estimated that a third of the population was lost. Terrorism became rampant but seems to have reduced. Ebola Congo seems to have vanished. Which is good. We simply could not treat it. The world today has improved but not without an unfathomable amount of deaths. In the meantime we had to establish martial law in some areas. We had to bombard terroristic countries. We had

violent acts occurring daily. But these things have greatly reduced. I'm here to announce today that a group of scientists invented a self protection device. It is of a clothing that bullets and knives cannot pierce. In fact the government invested in producing and distributing them to every individual. They are made with a cheaply produced plastic that is many times harder than any metal known to man. Maybe now more people can safely walk about. The government is also funding AI cameras. They are said to be very smart at detecting crime. And if criminal acts are detected by the camera, help will be called for the victim. It is also being encouraged that individuals purchase their own cameras for their homes. Other scientists have found a rather large asteroid out in space. One made of pure gold. Companies are scrambling to reach it and haul it back to Earth. Judging by its size, a whole city could have its roads paved in gold with the thing.

An angel appears on the TV. "Hello Satan! I am Agnes. I am here to tell you that you'll receive a knock on your door in a few moments. It is a higher power knocking. Invite him in. Be courteous. And we will get your book published without any problems."

In fact then he hears a knock at the door. He opens it to find a perfectly manicured man. One in an all white suit. He tells him, "I'm the person who called, the one who is interested in publishing your work *The Christian Satanic Bible*." I am from a small publisher I admit. But what we do excel at is promotion. In fact we are behind due to that fact we were waiting for a moment such as this, saving our funds to bring in and fully promote a special book. So if you publish with us you will have your work promoted on TV, online, and on the radio. Sound good?" Hope says, "sounds perfect " And the publisher tells him "as for your price, how much are you wanting?" Hope says, "Honestly I wasn't thinking a lot about money. I have lots of money already. From this Church." And the publisher responds, "Sounds like there are *two* reasons I should pay you well. First, your honesty. And second, the kind of popularity there is with the newness of this thing. It stands out, Hope. It's just the last thing anyone would think of. Except for you. Its popular because it stands out. Its controversial because it is objectionable. Not controversial in a violent way. In fact it is controversial for *not* being violent as Satanists are expected to be. You have a brilliant idea here Hope. You have a lot if money now. But soon you will have more than you ever thought possible. This stuff is going to catch on like wild fire. I bet you'll have Christian Satanic Churches popping up left and right."

Hope says, "*that's* what I want. For more Churches, more followers. Not so much money."

He responds, "then so much more to your success! You can use the money generated towards new Churches, like here in town. And for things like advertising. We are offering 900 credits. Sound good enough?"

Hope says, "that's far more credits then I have ever had, so yes."

He gets out his paperwork. He tells him to read it over. That it is simple really. Hope keeps his right to the books. They can sell it exclusively, though Hope can continue writing books independently. "And as for that last part, please consider us to have your future books published! Now just sign here." He says.

Hope signs the papers and is told he will be given sales figures and royalties in the mail. He reaches his hand out to Hope, shaking it, thanking him. How about a pizza?" He asks. "I'll have some good stuff sent over."

Hope has a big smile on his face.

He calls his dad. "Hey dad," he says. His father asks, "hey son how are you doing?" Hope says, "really well! What a difference a day can make. A publisher came by today to help me publish my book. Which they did. My book is going to be given a lot of advertising. And I got 900 credits for it."

His dad says, "900? I don't collect that much in a whole year! Kind of miss the old monetary system but credit format helps the economy a great deal. I'll let your mother know the great news, son. I never imagined you would be such a success. My son is a published author! I'm very proud of you. Hey, come by sometime, don't forget about us."

Hope says he will and the call is finished.

His pizza arrives, Hope eats it, and says, "Thank you God!"

He crawls over to his throne, strangely, and climbs onto it sitting down. The metallic statue of Samael comes to life. He goes over to Hope and waves his hands like in a half circle and says, "It is all your's my Lord. Fate has dealt us a nice hand. You will have a world to rule over, other than Israel which is reserved for Yashua. We have all eternity to look forward to. And Satan, that came as one hell of a relief!"

Hope says, "yes, and I will never defile it. But rather live in great thanks. And you along with the other fallen ones will be there at my side rulling too. If any wickedness develops in them that will ruin everything for us, we will promptly cast them out. So be on guard against those types. Thank you Samael by bringing this about. You were always such a gray soul. I wouldn't be here today without your help. A hundred times thank you."

Samael takes a bow and says, "anything for my Lord." And becomes a statue again.

The next Church service comes. Hope speaks in length about how angels will be coming to Earth. He shows an image on the wall of the strange formations occurring in the

Orion nebula and how they mean things. It is an area in space seeming to paint pictures. "You can see the four horsemen here," he says, "and death, here." And he shows an image that appears to be God making contact with humans. They are a bit abstract but understandable as described. A man blurts out "how can you mock God this way? Are you kidding me? What kind of religion is Christian Satanism?" Hope says to him "I think you should leave, maybe you don't belong here." He responds, "Isn't it *Gods* church? And you are telling me to leave? I'm a full Christian! You're the Devil's son!" Hope says, "things aren't so black and white as that." Then the guy pulls out a gun. "We will see! I'm sending you to hell! Let's see if God will save you!" But the gun won't fire, no matter how much he tries. The guy is detained by a strong arm and he is thrown out into the street. "Silly person! He tells him. You don't know what's going on!" He tells him, "My gun wouldn't fire. It wouldn't fire.." he tells him, "of course it wouldn't, stupid. You are on the wrong side. Go home and think about that. Next time we will send your ass to jail!" He gets in his car and speeds off.

Hope is inside telling everyone that everything is okay. That "God is beside us protecting us, have no doubt. I hope that incident didn't scare you out of coming here. As we know people do not understand our type."

Hope is later at his desk. He pours himself some iced tea, looks through a book a minute and opens a laptop showing a movie he likes. A good and evil kind of thing. And jots down a few things in paper. Closing the movie, types a minute. He calls up his publisher and asks how things are with his book. He is told, "Oh hello, Hope, it is really the only thing we are working on right now. We will be done with editing it in a few days and then will be making many several copies. More if need be. You can expect to have them in stores in no time." Hope says, "oh that's great!" and the guy responds, "We will have a few commercial runs for it as well, on TV, radio, papers, etc., just as promised." And Hope says, "good, very good. That's all I wanted to know." Then he tells Hope "most wonderful! Then have a good night and we will talk again soon." Hope hangs up the phone.

Hope takes another small drink of his iced tea and lays down.

There are black and white candles flickering. His window is wide open. The wind is a little high that night. A curtain is flying in and out. An owl is heard outside, somewhere on the roof. He often sleeps right on the roof through that window. But the weather for it isn't right tonight. A storm develops. Heavy flow of rain pours down.

Lilith appears before him. He seems to sense it in fact. Because he says, "Lilith, what are you doing there?"

"Just here to meet an old friend," she says. "And to meet my master. I have argued with God to let me see you. And tonight He finally let me do so."

"I need a woman right now," Hope says.

"I'm sure you do!" Lilith says, and adds, "then let's be together." And so they are. In the garden of Eden, that is. Where time has slowed down. Were they were for three days, waking up like it had been just a few hours. They shared fruit together. They left the garden and stood at a great mountain cliff over looking the world. Gods voice is heard. He says to them, "you two are in heaven again." Then there's a peaceful scene of birds and oceans. But the sky becomes dark because of an asteroid. Life is struggling to survive. A bird is in the air looking for food and thinking desperately *let their be light!* Then Jesus is seen on the cross.

And Hope awakes at about the twilight of the day. Lilith is gone. The storm is gone. He looks up at the morning star and starts to weep.

He wanders out of his home. He doesn't even put his shoes on. He leaves through the front door and starts to walk.. anywhere. Anywhere else. He is grief stricken. His demons follow him trying to subdue him. He brushes them aside and continues to walk. He goes down regular roads. He hears voices like "you son of a bi***!" hearing a gun shot. And "your dead! Your dead! Your all dead!" and he hears some other awful things while walking.

He sits down for a moment and cries out "God help me!"

Then he starts running. He goes through neighborhoods onto a field. He sees three crosses there and the torturing of Jesus. Then he sees an eclipse and the stars start to swirl around. He sees the ocean twirling around in a storm. And the boat of Noah. The storm subsides and Hope can then think more clearly. Is at peace again. He walks awhile. He is downtown now. He passes by the homeless. He is asked if he wants to buy drugs from someone whom he tells *no*. He sits down a moment. A person offers him a bag of donuts and a cup of warm fresh coffee. She tells Hope, "the best donuts in the world just for you." He eats some of them. Music is heard from the building he is sitting in front of. Some kind of pop music, rock maybe, whose lyrics are like God's love for him.

Hope goes up to three homeless people nearby and gives them the rest of his donuts. He hands them 50 credit coins each, those that are good with getting food. He calls for a taxi to pick him up and is soon back at home. He decides he should do more to help the homeless. He says to himself "I've got to do something to help those poor people." Hope washes his feet. He puts on some outdoor sandals since they are sore. He brushes his teeth and says, "yes, definitely, I'll do all I can to help them."

At his next Church service he calls for help from his congregation. He says "we can't make any excuses not to. Because the less we help the more they suffer. So gather what

you can and give it to the homeless that you see. Whether that's a blanket, food and drinks, or even a pocket FM radio. Avoid giving money outright because it can be used for alcohol and drugs. Rather give them things to eat and things to do, better clothes, things like that.

"There may be a duality among us but when we see suffering we must be a source of relief unto them. Sometimes rules don't apply. Let us be compassionate."

Hope ends his words and the people are talking among themselves as he gets ready to retire above.

During the night Hope plays an old video game. God tells him "wonderfully done, if it were not for you then humankind wouldn't have the destiny they did. It went beyond what I could have put into effect. See Hope human kind had to evolve after what you had done. By doing what you did they set out on a thousand year journey to evolve themselves. Well played, friend. Me and you are no more enemies. Really we never were. We were just competitors. Believe me I'm able to handle anything, even you!

Hope (Satan) tells him, "and thank you." Hope turns off the game and listens to some music from his collection. He hears Tchaikovsky's first piano concerto (the first movement) and pens music to it. Making from it a kind of Christian Satanic anthem. He plays this music in Church at the next service.

Later that day he finds a large box at his door. He brings it up, opens it, and finds there are many copies of his book inside. There's a sticker on it that says "scan me." Which Hope does with his phone. And four commercial spots are seen. Hope goes through them all. The first shows a black circle colliding with a white one, forming a yin yang, turning from that to a gray circle. The title "The Christian Satanic Bible" is seen with the words "The new gray religion for planet Earth." The second shows a white feather writing in black ink onto paper "The Christian Satanic Bible." The one writing has a gray robe. A triangle of crosses is displayed turning in a circle and the words "Buy yours today" ends the commercial. The third shows a black candle in the darkness and the candle is seen closer along with the book *The Christian Satanic Bible*. The fourth shows the forbidden tree in the garden of Eden. The serpent says "Know good and evil." The tree is made into paper, made into a book, written by a white feather that falls from heaven. "

Hope is speechless.

The next few weeks pass and his book and religion have caused a lot of commotion. At first it started out as jokes. Like "that's impossible" or "that's absurd" but there were people who took it very seriously. Like preachers. And other churches, especially

neighboring ones. It became a viral thing online. Enough to warrant an interview with Hope.

Hope was called by someone asking if he would like to have an interview done. They informed him it would do a lot of good for his Church, his religion and his books. Hope quickly agreed. And a plane ride sent him to the TV station interviewing him.

He had a few really good drinks on the plane. He step outside and was told "come with me, I am your driver," and he takes Hope to his hotel room where he will be staying until the interview. Hope calls up his parents. His mother answers the phone and he tells her that his life has suddenly changed. He will be on TV doing an interview. His book was just published. His mother says "that's great! We are proud of you Hope! I will let your father and your aunt Harriot know and don't forget about us son! Whether or not you are famous, you are still our son. Don't do like some celebrities and abandon us, okay?" Hope says he surely won't. Will call them again soon.

A sudden storm appears.. suddenly. A great downpour of rain.

Hope unpacks. He puts his book into the dresser drawer. He takes out the Gideon Bible reading that instead. He feels that TV may be too much for him right now. He sees a very dark gray suit hanging on the wall. A stack of stapled papers on top of a desk. He looks through it. It tells him what they will be asking him in the interview. And there is a small bottle of a nice drink on the table too. The papers say that he will be brought over to the station in a day or two and to hang tight until then. He takes a shower, brushes his teeth and things then lays down in bed. He turns on a Christian broadcast station on the radio. He prays awhile but quickly falls asleep. Like he is talking to himself but not heard. A few hours later the station got much louder. Like it was meant to wake him up. There are people quarreling over Christian Satanism. One saying "how can this *garbage* have ever become popular? This is total nonsense, the Devils trick. You cant serve both God and the Devil!" Then Hope falls back asleep as quickly as he woke up.

In the morning he hears a knock at the door. A guy has donuts and things for him, like orange juice. "This is from the hotel," he tells Hope. "We are honored to have you here!"

"Thanks for these," Hope says, "I love these things. I don't imagine they are poisoned or something?" and laughs. The other guy kind of took that seriously. And Hope mutters, "I doubt it could kill me, anyways." He closes the door and sits down eating.

After that he asks God if he could speak to someone about all of this, "these things happening and what I should do! What I should expect!" he says. And just like that the Angel Gabriel appears before him. He says, "I am the angel Gabriel, Satan, ask me what

you want to know. But I'll tell you, just have faith. God will guide you. Will help you. Establish and save you."

Hope says, "I feel like I almost remember you, but somehow don't. Not quite.. " Gabriel says that his form evolves over time. "Don't feel bad about that. Or anything. I will tell you just where things stand. You really know it already, though. You were redeemed. You were given a purpose. And it has been accomplished quite well. You were redeemed by being made human. Your purpose is to unite all people. And only someone that can unite heaven and hell can unite all human people. Within you was made a mix of things. The darkness and the light dwelled within your soul. So you are the gray child grown now to teach the gray things."

"That says it all. I just needed to be told it again, to be reminded. I guess that's all I needed to hear."

Gabriel tells him "farewell, then," and vanishes.

The scene jumps to Hope in a car being driven to the TV station. Music is playing as a backdrop. He goes through neighborhoods and hills until he arrives. Then him and two body guards escort him inside. He likes it there. He is taken to a waiting room where he is alone. The person that will interview him tells him that once announced come through this hallway, take a turn and be seated next to me. "You'll do just fine. You have about 45 minutes before then. There are some drinks here to calm you down a little. Just don't drink too much."

The interviewer is heard saying your next guest is that strange mix of Christian and Satanist. His gray sided book *The Christian Satanic Bible* has sold incredibly well and has stirred up some controversy. We have him here today to get his thoughts on all of this. I would like to introduce Hope, The Christian Satanist!"

A man walks Hope to the hallway and says softly "around this corner. Good luck, Hope."

Hope takes a seat and the interview begins.

"Hope what inspired to create Christian Satanism?"

Hope says, "It was my calling from God and duality has always fascinated me. It resembles my past, which was at times Christian, other times Satanic. So it came naturally to me."

He is then asked, "you are aware of how offensive this can be to some, right?"

Hope says, "Yes, but religions are always offensive to other religions. Actually I bring people together, and ideas, and lives. I get just as many positive reactions however. I think I'm a good teacher. I feel that God made me a good teacher."

The interviewer tells him, "oh definitely so. You do have a large following after all. And where do you plan on taking things from here?"

Hope says, "wherever it will go. Wherever it will go I will go with it. I haven't made many plans for it. I want it to serve the better good. I don't want anything to rule over. Am not interested too much in money. But it's a positive change in the world that I am after."

The interviewer tells him, "You sound like a very honest and humble man."

The camera shows a witch looking lady slowly walking from the right to the left. Almost like taken from a Halloween story. That is, behind the audience. The interviewer asks Hope if he'd like to take audience questions. He says "sure!" He points to "the witch" and says "how about her?" She raises her hand and words "me?" Hope says "Yes." She asks, "How do you feel about Satanists and Christians operating independently from each other?" And Hope says, "Well Christian Satanism is a mixed bag. You can be *sometimes* Christian and sometimes Satanic, but still be a Christian Satanist. In other words it is not always a dualism. Sometimes it is also a duality."

"Next person," the interviewer says.

A person with a microphone puts it before a person. They stand up and ask, "If you ask me I'd say that all Satanists go to hell.." The interviewer stops him and says, "Any serious questions? Something more polite possibly?" But the audience is agitated. They start to argue amongst each other. Saying things like "this guys a fraud!" "What the hell is he thinking?" And "It's all complete blasphemy!" They can't be calmed down. A fight breaks out. A few rush towards Hope but a body guard has taken him and the interviewer in the back. Hope is dismayed, feels terrible. He tells the interviewer he is sorry. But the interviewer tells him, "this isn't at all you fault, Hope. We kind of anticipated it but everyone deserves to be heard. To express their religious ideas. The people be damned. I don't care if they are offended. And Hope, you just made a new friend! And don't worry about all of this. The police will take care of it. Just wait here. You'll be safe here I promise."

The interviewer leaves. He returns and tells Hope that he has assigned two body guards to him to safely see him home and that it may be a good idea for him to hire body guards after he gets back. He hands Hope a credit card and tells him "that's a credit card for you to help you out of danger. Please only use it if you have to." And he hands him a money pouch. "Here are some-credit pages for you, too." He turns to the body

guards and tells him "see to his safety. This guy has one hell of a good thing on his hands. It can be the biggest thing in the last two thousand years."

Hope then goes home. He gets home and calls his parents. He tells them he just got back. His mother says, "it's Hope!" His father takes the phone and says, "we've been praying for you son. Are you okay?" Hope says, "yes, why do you ask?" His father says, "the riot at the TV station was all over the news. Hope, what happens now is going to be life changing. It might even be world changing. Are you ready for that?" Hope says, he just takes things one at a time and not too seriously. His dad says, "That's called faith Hope. And you've always have lots of it. I have faith that God will protect you." Hope says, "as do I." His dad says, "call us if you are ever in danger. Keep your phone powered up at and your side. Don't hesitate to call the police if you need to." Hope assures him he will. His dad says, "your mother wants to tell you something. She says, "Hope, are you sure you want to do this? It is getting a lot of people angry." Hope doesn't know what to say. "Mom, all I can tell you is that God wants me to do what I do. What else can I say?" His mom replies, "That's all I needed to hear." His dad gets back on the phone, "call us if you need anything okay? Or just to call us. We've been worried about you. Worried because we love you." Hope tells him he will, says goodbye and hangs up the phone.

There is a collage in the next scene..

While a song is playing the people of the world are becoming increasingly unsettled by Christian Satanism. There are people for it, many more who are against it. Hope's book is seen everywhere. And magazines, news papers too. Many Christian Satanic Churches pop up. And people against them, some who are rioting. You may see on the news Christian Satanic churches being burnt down but Hope's Church has gotten much larger. And homes circling it are all owned by Christian Satanists. Hope has written another great book. Has gone on interviews. And Christian Satanism has spread worldwide.

The government sees Hope as a threat. They accuse him of inciting riots and trying to overthrow the government. And they arrest him. He is taken to jail. That jail is bombarded by his supporters. A large hole was blasted in its walls. And they promptly move him elsewhere. He is in a cell with someone who slanders him and threatens him. Hope pauses for a moment. He is incredibly angry and then spits at his face. The guy charges Hope punching him right between the eye. He falls to the floor. Bleeds a pint of blood. The guy falls to the ground saying "I cant breath! I cant breath! God let me *breath!* And he suffocates. A guard rushes in scrambling for the key. He takes Hope to the nurse. The guard has him handcuffed. He says, "this guy just killed someone. We always knew you were a murderer." Hope is being stitched up. But he doesn't have a cut. He has a cracked skull and a broken nose. The nurse indicates that.

Things change drastically after that.

The Paintings of Orion have never been so clear. You can almost distinctly see Holy Images in the Orion Nebula. The heavens are acting very strangely. One night it was like every star was falling from the sky. And one day it was like the sun just disappeared but light was still there. The moon literally became blood red. And trumpets were heard from heaven after that. The people are all in awe and distress. Every one is convinced that the end has come, the rapture was missed. There is a great war. Lots of distress.

Angels descend onto earth and the people are told that the world is gone, the new one shines forth. That heaven and Earth have all changed into something else. And they tell scientists means and ways to great technology. From anti- Gravity to solid energy and holograms, replicators, and terraforming the earth. There is a messenger among these aliens that tells the people they were sent by God in the name of Satan. That they are here to establish Christian Satanism on earth.

And Hope was promptly removed from jail and put into a great palace. Shown a throne and told to sit.. "This is your throne, my Lord. None shall be able to remove you from it. This is your palace, my Lord, nor it. For now all that you have to do is watch this image generator. This TV will explain everything you need to know. He turns it on, tells him to watch it whenever he needs help.

An angel is seen on the display. He or she is strange looking, with an unusual accent and facial expressions. "Welcome to your new home. You are my Lurd. I honor you. You are in The Master of Expression Building. The building allows you to express yourself. To write things. To communicate them to the world. And good clothing is here for you as well. The Palace is of five buildings. That is the first. The second is The Taste Building. It has for you the best food we could gather. It renews its stock automatically through our technology. It is ever-fresh. Nothing remains for more than three hours. The Taste Building also has all of the things you like. The third building is The Magic Building. It is religious in some ways, occult in others, with an idol of The Holy God Yahweh at its center. It is a place for you to work great magic and speak to deities. The fourth building is The Memory Building. It has all the things of your youth stored inside. And the Fifth Building is The Glow in the Dark House. A pleasant and comfortable place to be. Wonder around freely, then, knowing you are well guarded. And take this cup and pill in front of you. It will scientifically make you immortal. Eat often because the food will serve the same purpose. Your aunt Hariot, your mother and father, you will see soon. Hope starts looking around. Big TV displays, internet things, a microphone, a lap top, pens, paper, a wide desk with two laptops on it make up the first area. He finds his way into the Taste Building. He doesn't know how to open the fridge. He swipes his hand across it instinctively and the solid energy door opens. He sits

down and eats some food. He takes some iced tea drinking it. He is very hungry and thirsty.

He goes around the corner seeing things that make up the things he really likes. A wall of things from his childhood. Special gaming consoles. A large TV to play them on. A cushioned recliner. And he flips through a few things.

Next he goes into The Magic Building. There is a large idol of God there. He touches it and hears the voice of God..

“Hello Hope. It is here that you can speak to me. But for now don’t spend a lot of time here. Your family is in your glow in the dark house. Be comfortable. There is enough area in this Palace to keep you at peace for ages. And beyond ages you will exist, with your family and the things you most love. Be a good leader to the people and live by my guidance.” Hope says, “I will guide them to you. I will magnify and exalt you. I will live according to your will.”

Hope goes through the memory building and sees a photo of him with his parents and his aunt.

Then he quickly goes to his Glow in the Dark Home. He sees from where he is neon lights illuminating the staircase. He climbs up the stairs and sees the most wonderfully illuminated room he has ever seen. There is a wide couch. His family is sitting on it. And his mother rushes to him and says, “Hope! It is so good to see you!”

“Sit down and explain all of this to me, Hope. We were baffled by everything happening and scared, too. But also marveling at it all. The world had truly come to an end, quickly so. Too fast to take it all in. But now we are here beside you. We love you Hope and had to battle with the idea that you were the Anti Christ or something. I don’t believe so. We know you better than that. We’ve been explained enough to know that you are the middle ruler, the one of a Grey Kingdom.” His father tells him.

Hope tells him “this place is awesome isn’t it? They told me it is my new home. And what a wonderful place. If I had a billion dollars I don’t think I could have afforded such a place! There is enough in here to never need to leave or want to. I can do my writing. I don’t need to directly rule over anybody. I will just write books to guide my people. My people! I hope that they truly transform the world. I am eager to see what may become of them and the world itself. Oh, with how much I know Hariot is into magic, and now that there aren’t any objections, I am sure she would enjoy using the magic building.” And Hariot says “yes I would.”

Hope adds “and there is an idol of God at its center, which any of us may use to speak to God, I presume. There is a food area. The food should be very good always. And I am told that it causes in people immortality. Hope's mom places her hand over her

mouth and says, "you mean food that will make us live forever?" Hope says "yes." And his mom asks if she could eat some of it. Hope says, "yes, in fact why don't we all go down there right now? Let's not waste any time."

And they make it into the kitchen.

" These cabinets have solid energy or something closing them." Hope says. "Just swipe your hand across them like this and they will open."

They each take out some food and say how good it is. Hope says, "I bet that we can even eat as much of it as we want without getting fat!" Then Hariot jokingly says, "I guess we will find out soon!" Hope gets a drink from a pitcher. "No ice?" He says. Then he pours it into a cup. As soon as he lays the pitcher down more comes into it, magically. And he takes a drink. "Oh, thank God," he says, "It *is* cold. Just about exactly as I'd like it to be. This is an awful lot for me to take in right now." He says. "I think a movie or something will make me feel better." So Hope leaves to the entertainment room. He sits down. He feels suddenly relaxed. Like a big weight has been lifted off his shoulders. Looking relaxed he says, "must be the couch."

He watches a movie awhile and dozes off. He hears a voice before he goes to sleep. It says "worry not Hope. Time has no meaning here." Hope has a dream that's like a flashback of his life. And he is always running away from the cold, toward the sun. And at the end of the dream he is opened a door to a home by God. And like a child he is with God. He is given gifts and a good drink. God smiles at him. And then he wakes up. He slowly gets up and looks for his family.

Bit it's easy to get lost in the place. And he hears voices down stairs where the basement is. Thinking it is his family he goes down. But he finds a bunch of idols instead and thinking no one is there he starts to go back up. Then he hears his name being called by a thousand voices. Not saying "Hope," but saying "Lucifer." And also "praise Lucifer. Lucifer our King. Lucifer our Lord."

There is an idol of Shiva, of Lilith, and things in the room. He finds candy before them. Little colorful pieces. And cold soft drinks. He also finds many bottles of rum. And he hears "drink with us. Eat with us. Speak with us." Hope says, "I love each and every one of you. You are my friends." He sees an incense. He touches it with the tip of his finger and it lights. The smell of it is most pleasant and causes him to see visions. He sees the morning star. From it falls a bat looking black demon. It changes into a cloud like a serpent moving toward the west. It goes over the first morning rays of the sun. Then a white cloud like that of a bird angel looks up at the morning star which turns red. Blood falls from it upon the angel. A murder of crows scatters and is heard. Then a black rainbow appears in the sky. And from that a real rainbow. Hope gets back on his feet. He hears, "savior! We will worship you forever." And Hope says, "Build for us a

paradise and maintain it. Honor the Lord Jesus to whom we bend our knee. And do no harm. And with that we are saved. I no longer represent wickedness and lies. I am a new man devoted toward the truth and honorable ways. Please be the same." And he hears, "And so it will be, so noted in memory."

Hope sees a sword on the wall. He takes it in hand. Kind of swings it. Brings it still again. Then he says "By the power of Christ so may this sword be broken." And snaps it in two. He slowly goes back up the stairs. He goes to the Expression building. He turns on a display. The same one that explained things before. He is told, "This Mark's the second day of The New History. It is the second day of *After Christ*. We would like to receive instructions from you. Do you have any at the moment?" Hope says he has been thinking about the poor and needy. The screen tells him, " we have introduced food materializing instruments into the world. They are being distributed far and wide. We predict that in four months they will be found the world over. Africa is beginning to see regular rainfall. As are other desert areas. Better clothing is being introduced into the world as well for those in colder regions. And these clothes are self cleaning. The homeless will always be fed, warm, and clean. Furthermore we have vanquished all weapons of war. Every gun too. And almost every weapon. We have provided solid energy to protect individuals. And have placed an omega camera in different places of earth's orbit to monitor the people. Crime will not be tolerated. But we will not imprison. Rather we will isolate and conform people to act better, but humanely. We have implemented sea water filters to remove all salt. We are ridding the world of viruses through the human diet. And far longer longevity of lives through the same. Any more questions, Hope?"

Hope just turns off the display. It turns itself back on. There is a scene of multiple Christian Satanic churches. Each appearing in duality: of angelic and demonic design. An announcer comes on. "Recent history has proven to us that God exists. Not only that but the Devil. And what's more they are working together, at least in our region. We are told we have forty days to decide which we will align ourselves with. That it's our choice and that no harm will come to us based on that choice. There are three regions to decide on. The first is the dark region in the Asian territories, the second is the Gray Region in the Northern American territories. And the third is The Light Region in the European and Middle Eastern/ African territories. We are told that travel will be available immediately after we decide. But once there we cannot change our mind. If we are looking for pleasure and indulgence but lawlessness too, then go to the Dark Region. If we want moderation and balance, then go to the Gray Region. And if we want righteousness, kindness and compassion but along with it stricter rules, then go to the Light Region."

A clip of drones and robotics is seen. Of them making new homes and buildings. And of androids at stores and places. And machines magically materializing things out of thin air. The announcer continues speaking.

“With the aliens, angels you might call them, came incredibly advanced science and technology. Things such as food replicators, anti gravity devices, solid energy, AI cameras, androids, and everlasting power supplies for it all. The world has been remarkably changed. Hunger is just about eliminated. Crime has come to a halt. People who once labored daily may now stay home. And great buildings are being built, all without one person picking up a hammer! Older homes are being added upon. Sky scrappers are being formed every where. While forests are being planted whose trees tower high above. And in Israel the streets are quickly being paved with gold. The Dark Region is loaded with beautiful lights and casinos. Things such as prostitution is legal there, even expected. There are gangs there as well and people are contracted into anarchy meaning that if they serve their corporations then they will be safe guarded, housed and fed. But with warring there possible. The gray region is a thing in between. It just feels more calm and subtle around here. Quiet, some may say even boring. But there are patches of both sides. In some areas of the Gray Region you can find places highly Satanic. But they are in a repressed and monitored state. And The Gray Region has its Christian Temples some in monk form others in isolated devotion toward God. The Gray Region is a place of two bonded together. And the Light Region is an ascetic place of devotion, worship, and said to be of great peace. A place of simple pleasures. A place of a simple life.. so we have three choices as I have said earlier. One: to go to the Dark Region. Two: to go to the Gray Region. Or three: to go to the light region. And we have explained each as well as we could, as have been instructed.” Hope asks the screen: “What about the old things of the Earth. The things that human kind has made?” A different angel appears on screen after a moment. “Everything that a person has owned during their days on Earth, all the way back from their birth, will be given them. It was made so by the power of God. Their homes will tower high yet they can rise to the top of them in seconds. And their data bases and refined internet will reproduce these things as desired. They simply must look it up and have it created at will. We consider these things sacred to the human people. Through their history and struggle they’ve made them. And we wouldn’t have that come to nothing. To explain how we refined your internet.. we have AI bots, software and technology so adept that it very well knows what is contained within it. It instantly crawls the entire web. It collects downloaded clips and games, books and all else and connects that knowledge to other things. Like a Materializer that reproduces things contained online. Even box art and manuals for video games. And anything deleted is found too through our tech, entirely intact. So what may have seemed missing is not. And it is no more connection based except for brand new content. Rather it downloads the *entire* internet, stores it

offline, and is assessable offline. You have such an internet device in your Taste Building of The Palace. I should mention the poor to you as well as I know you think about them often. Every human person is doing well. All are fed. All are given android help. All are kept safe, and lack nothing. I promise you."

Hope thanks him and turns off the display.

He finds his parents in the entertainment room. They are sleeping on the sleep inducing chairs and couches with a movie playing on a rather large screen. So he is about to leave but he hears his mother calling him. "Hope," she says, "As much as we like it hear we don't know if we should stay. You need a wife Hope, and a family of your own. Have you ever thought about getting married? To start a family? To raise a child? Is there anyone you care about right now?" Hope says, yes, one person." She responds, "Go call her, talk to her, who could turn a person like you down? You are practically a god living in a palace." Hope says, "yes, your right. I will go talk to her right now." And he leaves toward the basement.

Once there he finds the Lilith altar. Easily enough, he knows what she looks like. And he says, "Lilith, I love you. He takes a ring off of his finger and places it into the hand of the idol. She comes to life and says, "yes! I thought you'd never ask." She materializes in human form. She has blond hair and gray eyes. A beautiful woman. He kisses her on the lips and grabs her hand. They go to the taste building and pull out a cake. They seem perfect together.

They go into the TV room. Hope yells, wake up everyone!" They slowly rise and Hariot asks, "whose the gal, Hope?" Hope says it's his wife. "And you two just met? How did she get here anyway? Hope says, "how is any of this happening? No, believe me, we didn't just meet. I've known her a *very* long time. And I'm sure we will be happy together." They tell Hope they are happy for him. They bring up being grandparents, but ones that'll never grow old, or more like never grow dead. Hope and Lilith playfully leave and go to the back yard. He sees an abandoned kind of bus. A long bus that is just resting there, certainly not able to be driven. And they go inside for a romantic moment. Lilith says, "I always wanted to marry a human! Maybe I can have a human baby! I am human now Lucifer!" Hope (Lucifer/ Satan) says, "I know you were with Adam but couldn't have his baby. But I am of the line of Adam. I came from him."

They leave the bus and walk around the yard a bit. There are statues all around, probably able to materialize if he needed them to, like to protect them. Hope puts his hand on one and says, "hello." And Lilith says, "looks like these don't come alive. Or maybe they are guards." Hope says "yeah, I'm sure that's it. The stars are beautiful that night. Like windows in heaven. He looks up and says, "I'm glad I forgot that place. If I

remembered more about it I am sure I'd miss it a great deal." Lilith says, "I feel the same way Satan. But I've mostly forgotten about it myself."

Hope says, "ignorance is bliss."

Hope sets out to create a council. One of his six best friends. So he goes to his magic building and summons forth Shiva, Samael, Agnes, Mammon, and Azrael. Lilith is there already. He gathers them at a table. He places a white crown in their heads, one by one. He tells them that the old ways are done and the new ways begin. That way is a gray one, one of balance through the duality of Christian Satanists. "We will do nothing evil. We are the council of seven myself included. What shall we name this council?" Hope asks. Azrael suggests, "The Council of Hope." And Hope says, "very well, that'll do just fine. Now does anyone have any plans as to how we proceed?" And Samael suggests that Hope creates the best book he can to rule over his people. Hope says, "You're right I should. And I will. I wonder what all I should write about?" Samael suggests that he simply give an understanding to his people. Why things lead to what they did and how that came about. You can put forth rules and the nature of contemporary existence, rights and wrongs. And what people may expect from all of this." Samael waves his hand. "That is going on."

Hope is satisfied with this and tells them he wants to speak alone with each of them, one by one. He sends them all out except Shiva. He then talks to her.

"Shiva," he says, "You were always after pleasure more than anything else. And to the extent that you went mad sometimes becoming destructive along the way. The human food you loved. Music too, intoxicating things, and dancing, sometimes reveling in your destruction. I will assign you to a place where your pleasures reside. We may have feasts in your honor from time to time. I will give you a place to harmlessly enjoy your music and food. Please don't harm anyone in the process. I can not save you from it. But be rest assured that it was always you that I was closest to. You are my friend Shiva, but please stay out of trouble that could endanger you. I will put you close to Agnes as I know you are the closest of friends. Speaking of which you may leave and please have Agnes enter."

Agnes comes in. "Hello Agnes!" Hope says. "It is good to see you after so long. You are such a peaceful person, one childish. You and Shiva are like opposites that help each other out. I am placing you into a home near hers. It will have the cold milk you love and fun things to enjoy. Please keep an eye on Shiva. Keep her out of trouble for me. The day may come when you need to. I am assigning you to make things in this territory a little more fun. I am thinking something in the way of Halloween being every day. That's all Agnes. You may go. Please send in Azrael."

"Hello Azrael!" Hope says. "Azrael, you were always an entity of power and might, a very strong one. You then will enforce the laws and customs I establish. With your power I am sure there will be no blight. You will be in charge of law and order. I will give you the resources to do so. I will put you in charge of law-keepers. But if you ever abuse your power or harm the innocent then I will abolish you from our territory, will hand you over to God's judgment. With power comes responsibility. You may go. Please send in Mammon."

Mammon comes in. "Hello Mammon!" Hope says. "Mammon you established the monetary system through the Babylonians. You were the god of money. Your's were great riches. And I will send you to a place adorned in gold and precious metals. I will have you be in charge of the monetary system of our territory. You will create the designs of paper money and coins as I know you are good at. And I will have you doing other things such as establishing income related policies. I am sure you will do very well! You may leave. Please send in Samael."

Hope tells him "Hello old friend! Samael you saved my neck. Without you I wouldn't be here. None of us would be here if it wasn't for you. You were gray all along. You bargained with God for our future. You know the gray ways better than I. So I will establish you as our religious leader. You will be titled The Gray Pope." And you will overlook all that I do. That's all for now. Will you please send in Lilith?" And so he does.

Hope says, "Lilith my love, you took on the form of Eve and made it a permanent form. From head to toe you are a woman, as Shiva sometimes is. You are now my wife. You are now in human form. And I believe we can have kids, if you want.." She tells him that she does want a family. "And so we will," he says. I gave responsibilities to the others. I can't think of any for you. What do you think they should be? What would you like to be in charge of, Lilith?" She tells him "nothing really, just to be with you." Hope says, "we will be together then. Always." And Hope calls for the other six to enter.

They all enter and take a seat.

"This is our council then. Us seven. We are the Council of Hope. Maybe someday we may change that name. But for now it is The Council of Hope. As we are freshly saved and promised life, so may we thank God. We will each have wonderful homes. We will live together in this Kingdom that God gave us. Has any one a problem with anything I've told them?" There's just silence. "Excellent! Then take what I've told you and think about it. We will organize what needs to be organized. Change what needs to be changed. To add, subtract, to multiply, to divide, so to speak. And you may all leave as I need to set up the homes that I have promised you. Given this technology it should not take long."

They all hear the voice of an angel. "It will so be done." And Hope says, "looks like even earlier than I thought."

Africa had never had so much rain. Let alone that special kind it was. There were now forests there where there was once desert. Even the lions knew that Jesus was there and no longer ate other animals, nor harmed humans. In fact that lead some to having them as pets. Israel is now paved in gold. The Kingdom of Jesus was in Jerusalem. Only the most Holy could go there. Hope included, who was invited there to speak with Jesus.

Those in Jerusalem had the most vibrant of white clothing. Each had a simple crown. And a very lengthy hallway that Hope slowly walked down unto the Throne of Jesus. He had two very powerful angels, one to his left, one to his right. Hope kneels before him. Jesus tells him he will reside there himself someday. The dark territories and gray becoming light after a thousand years. Hope is told he will sit at the left hand of God. And he will sit to his right. And they will rule over every person, people, and nation. He is poured a cup of wine along with Jesus. They drink from it and Hope is back in his palace.

He hears a call. It seems that smart phones are no more needed to contact others. He hears, "Lord Satan, we invite you to the dark realm for a feast and Sabbath. If you are interested we will transport you here. Will you come?" Hope thinks for a moment. The idea almost scares him. But says, "yes, of course I will." And darkness surrounds him. It engulfs him. And like black wings stretching outward he is presented among them. "I am the witch Hazel." One of them says. "Welcome to the Dark Realm!" "Our Lord Satan is with us for the first time. We will have food to eat and music to enjoy. If anyone wants to rest then they may do so. We have sleeping bags. If you want to rest in the afternoon, fine. Or at midnight that's fine too. We will have camp fires here, food and music for the next few days. And most importantly communion and the worship of our Lord, which is you." She points her finger at Satan but not directly at him. Rather toward the ground in front of him.

The area is a desert. There is a wooden castle like wall surrounding it. There is a tree grove, like eight trees at its center. A large fire stocked with logs. There is music playing not by machine but by hand, including a flute and a lute. Bowls are brought out. The witches and Hope eats. And then a witch hands Hope a chalice and looks right at him. She says, "remember your former days," while her face turns into that as a witch with a green face and a black hat. And Hope starts to have a flashback. That of being beside God. Donned in great clothing and jewels. Looking over his angelic friends. Then fire in all places and being cast down. Speaking to Adam and Eve as a serpent. Noah's flood. The dove. A scene where Satan tells God, "whatever you do I will make into evil." And he tears the wing off of a dove. He goes to India. Is high on the highest mountain there. He speaks to Shiva and Agnes. He tells them to go to Scandinavia and procreate with

the humans there. He sends Lilith to Cain. Satan becomes a dragon from a serpent. He creates evil from the Church. He is seen worshipped by priests, false ones. He dances in the fire of witches burnt. He causes many wars. Then he rises to Heaven as a dragon. He sneaks into Heaven. God sees him and bolts. He falls upon God like a ravenous beast devouring Him. He is close to death and is overtaken by God's army of angels. He is thrown down to the earth like lightning this time and comes into the body of who will be his human parents.

Then he sees the love his parents had for him. He sees their marriage. They seem so happy. They are planning to have a baby. His mom becomes pregnant. They tell each other how much they will love this baby and they give thanks to God. The process is seen as with how much they loved each other and want so much a family.. a touching scene. After 9 months Hope is born. They have the best room they could prepare for him. They love him in every way.

Then Hope wakes up from like a dream.

He thanks them for returning his memories.

His cup is empty and they refill it. "Nothing sweeter I've ever tasted," he says. "Like sour cherry and apple almost. What is it?"

"Well you are close," Hazel says. "It is cherry cider mixed with apple cider mixed with a sweet and sour additive, and is more cherry than apple." Hope says, "my new favorite drink for sure!" The witches gather more closely around him. They ask him, "Satan, tell us about yourself would you, please?" Hope tells them that he is a person concerned with suffering. He has a loving family. Is married to Lilith. Is wanting to have a child with her. More than one, hopefully. And that feels like he is a good person overall. Then he says, " what is it that you want from me? I am not much a man that wants to be worshipped."

He's told, "just to be with you awhile. Nothing else matters. We will eat and drink, dance and enjoy our time with you. We will always remember the next day or so with you." Hope quite likes being with them in fact. A small group of witches are around him and music starts playing in front of him. A person with a lute. A bongo drummer behind him. A belly dancer in front of him. It is just somehow one of the best nights of his life and certainly something he needed. He falls asleep there. When he wakes up the music and everyone is gone. He says, "God, send me home." And so it happens. He is back at his palace.

He is at his table. A flute kind of musical instrument is right in front of him with the inscription "from witch hazel." And a note, "play this to return to us any time you want to." It's a small flute. He puts it in his pocket.

A person comes up to him. At least he thinks it is a person. But it was an android. The android tells him he is as such. He leaves after that introduction. Hope stops him and asks why is he in his house. The android said "to watch over and help you. Is there anything you'd like me to do?" Hope says, "yes, bring my family to me." He says, "and so shall it be." His family arrives to his room. They tell him "we just cant get enough of this place. We've been eating often. *Really* good food, but haven't gotten fat, in fact I think we are getting a little thinner. It's made us feel like it is renewing our body and minds making us feel better and think better." Hope tells him maybe he should be eating more often, then, this food. "How are you guys otherwise? Mom told me that you guys should leave. Honestly I don't want you to." He is told, "we will think about it and let you know what we decide. But for right now we aren't ready to go anywhere. "Great," Hope says. And he asks if everyone would like to watch a movie or something, which they do in the theater area. They all fall asleep except Hope who begins to think about Lilith. And Lilith appears. "Oh here you are, Hope. Where have you been?" Hope tells her about the group of witches in the dark realm. "C'mon Hope," She says, grabbing his hand.

She takes him to a computer. "I've been told to show you this." She pauses for a moment and brings up a website. "This is your web page," she says, "you don't have to do more than a few pages a day. But whatever you write here will automatically be turned into a new book. Whatever you write will be automatically organized into new books. Just like that! Look through it please. You can write messages to your People, and can also read their input. You can answer common questions and stuff." Hope looks at it for a moment. "Thanks," he says. And writes a little while. He presses enter and all of what he just wrote was copied.. very quickly, into machines of every home in the land.

He hears police sirens that kind of scare him. Confuses him a little. He thinks, "Police? Why are they here?" But then Azrael shows up right in front of him. "Hope you didn't mind my little joke, Lord Lucifer. I've just came to provide you my report as I promised. There doesn't seem to be a lot to govern save hysteria. The new world is full of some rather confused and hysterical people, if there is any violence at all. But given that it wouldn't be right to punish them my suggestion is to create a large team of spiritual counselors to help them through this. People that can adjust them into their new reality." Hope says that's an excellent idea and to put it into effect. Azrael says, "I know exactly what to do then and it will be done. Thank you, my Lord." And he vanishes.

Hope goes down to the Idol of God to speak to Him. "Lord," he says, "Is there anything you want from me?" God tells him "no, I feel that you are a little bored with things right now. I remember as a child you liked boxes of junk. So I set aside a whole city of it just for you. All of New York City in fact. It is entirely vacated, absent of anyone there.

Why not take your family there and your loved one Lilith for awhile. Every thing there is yours. No body else will interfere with you. I'll make the whole place a do not disturb place and spend as much time there with your family as you want to. All of the things in New York City that people owned is now yours. And I hear that the weather is quite nice, so take a vacation there for awhile, okay Son?"

Hope says, "*all* of New York City is vacated except for the things that people owned? They are just things lying around? That's incredible! Yeah sure I'll go! I'll go right away!" And just like that Hope, his family, and Lilith are in New York City with the largest toy box anyone could ever wish for.

"Why are we here," his mother asks Hope, looking around. Hope says, "don't worry, God sent us here. Just let me explain. See God had New York City vacated. We are the only people here. It is our city now. Everything in it is still here. We can go around for days or weeks or months looking around and taking things, using things, going from house to house like it is all of our own."

Hope's father says, "seems kind of wrong. But then again people have their own homes elsewhere, incredible homes now in fact. And if it's God's Will then I won't complain!" There is a pawn shop across the street from them. "Harriot points at it and says, "why don't we start there?" And they all agreed to. Going inside Hope goes to the back. He sees a lot of complete in box video games. Picking up one he says, "I had this as a child!" And there are also some old consoles. He puts the game in his pocket. He is wondering if the power works. So he plugs in a TV and tries turning it on. As a relief he is happy it does. He goes back to his family, "looks like God gave us power here, too. The electricity works!"

"Look at this," his Dad says, "A valuable walking liberty coin!" And stuffs it in his pocket. While Heather grabs some DVDs, and asks about a TV. "Should we get a TV?" She asks, "I have a few of my favorite movies here." Hope says, "I'm sure a house somewhere will have a TV. In fact we will look for the richest home and stay there for awhile. And find a van or something to load up. I'm assuming keys were left behind and there's got to be thousands of vehicles around full of fuel." They get some bags and fill them with things. Lilith takes a chalice. Harriot takes a laptop. They go outside. "Let's find a van or truck then," and they go down the neighborhood looking for one. "Right there!" Lilith points. And it's a van. Approaching it they see there's no back seats. "What luck!" Joseph says. "Lots of room. The keys are on the seat too." They open the door—it is unlocked, they start it up. And start driving around. "Hey you guys," Hope says, "I'm not done shopping around yet, are you?" They say no and Hope says, "so what kind of store should we crack into?" He says. "Let's just look around for a shopping neighborhood," Heather says. And so they do. There's no traffic but there are

sure a lot of vehicles in the way but they manage to squeeze through. And they find a nice commercial area to explore.

Hope says, "Look! A clothing store! How about we pick up a nice wardrobe, each of us?" And they all are very agreed to it. Hope gets into a suit with cargo pants, Lilith gets into gothic gear, Hariot has new clothing and the others do too. New socks, new shoes, everything. And there are large bags to put more clothes in. Filling up a few they load them into the van. Hope sees a bottle of cologne.. likely valuable, and pockets it. They are outside again.

There is a music instrument store. Inside Lilith gets a wide keyboard Hope gets a trumpet. Joseph a piccolo. Lilith also gets sheet music. They put it into the Van. Then they go into a book store. Hope wonders if they have his book. And he finds that they do. He signs it and leaves it there. He picks up a pocket bible and puts it into the pocket of his suit. His aunt Hariot looks through occult books grabbing one. And Lilith even finds a book about herself. Hope sees a few valuable comic books and takes them.

Then they go into an electronics store picking up things of the day.

The next store is the largest yet, found right across the corner to their surprise. And inside they separate for awhile. Hope looks through the pens and paper picking out the best of them. They have carts walking around. Joseph is trying on hats. Lilith has taken a lot of pillows and lays down on them for awhile by the doorway. Heather finds a stuffed animal she rather likes. Hope gets a bottle of wine. Hariot and Heather both get new purses finding each other there. Hope gets a fanny pack. Joseph gets a new wallet in the hat area. Hope gets a watch finding his father there getting the same. Hope goes over to the toys, rips open some D&D boxes and grabs the miniatures inside. He rips open a bag of marbles only taking the green ones. He takes an action figure that looks like a devil. Near there he goes back to the paper area and gets a trapper keeper, stencils, paper, and is satisfied with what he got. He leaves to the doorway with the cart. Lilith is lying down on a lot of pillows asleep. He turns back leaving the cart there. Grabs a box of chocolate and returns. He places the box to her side and waits for the others to get done.

And they don't take long.

They push the carts beyond the doorway and the theft alarm goes off, which they laugh at. "Whose gonna stop us?" Hope jokingly asks. And a block or so they are back at the van. They stuff everything inside and decide to look for a new home.

They drive around awhile and settle on a magnificent home. A mansion in fact. And find that the door is locked.. tightly, and naturally. It is a very wealthy home. So they burst out a window. And an alarm goes off. It won't stop in fact. And is rather irritating.

So they try elsewhere. They are in a good neighborhood. A block down they find that a door is not locked, and so enter. Honey we're home!" Hope jokingly says. Of course no one is there, and the place is all there's. Hope turns on the lights. They all look around. There's an ice maker, they make some drinks and eat some food. They decide on rooms. They take turns showering. And they sit down with each other to a movie while it gets dark.

Hope is stirring in his sleep. He wakes up, gets up, and leaves through the front door. He starts wandering. He decides he wants to get some jewelry. But he doesn't know where a place like that would be. Going down neighborhoods he gets more lost. A few hours have passed. He stops and prays to God to send him back to his family. No answer. So he keeps walking. By the next hour he is panicking. Praying to God feverishly. But then he climbs a small hill and silently sits down. He lays down, tired, exhausted. And falls asleep. When he wakes up it is the morning and he is back with his family.

His mother is making coffee. Lilith is still asleep. His dad is in the shower. Hariot is relaxing. He asks his mother where they should go today. She says, "what about looking for some jewelry?" He says, "yeah! You read my mind." And he adds to that, "and tonight let's find a place for a fire and music. That shouldn't be too difficult. Maybe some liquor too." Hope says also, "and I'd like to get a nice video game machine for me and Lilith. I have something in mind."

Hariot says, "wow, being poor I was left out. Just look at this place. How high the ceilings are. How comfortable the beds are. And how new they are. My bed back at my old home was a decade old at least. I didn't know what I was missing!"

"Everything has changed so much for the better, hasn't it?" Hope says.

Heather says, "the coffee is done. Everyone get some if you like." Joseph comes out of the bathroom. "wow," he says, "what a nice shower. You know what I'd like though? To go to a nice hotel. That would be perfect for us. We'd have our own rooms, very clean linen granted it was vacant awhile. A bar to grab things out of. Maybe a pool. A juke box for music." Hope stops him there, "yeah, and a fire place in the parking lot. Sounds like a great idea. Me and mom wanted to get some jewelry. So let's look around for a jewelry store today." Hope's voice lowers. "I want to get a ring for my Lilith." His mother and father smiles. His dad says, "okay but hurry up. I can't wait to be a granddad!"

Hope takes a pack of cigarettes out. From that a cigarette and lights it. His dad says, "are you still smoking, Hope?" Hope says, "I don't guess it would kill me." And he smiles, thinks a moment, and asks for one. "I've got plenty of them." He says, and gives his father a cigarette. His mother sprays the area and says, "put that disgusting thing

out!" And him and his father goes outside. "I haven't smoked in years," he says. "In about an hour we will gather everyone up and go to the jewelry store. What do you have in mind, Hope, I mean for Lilith?" He says, "oh, a large bright red sapphire with diamonds surrounding it. But she loves me so much that I could give her a plastic Halloween bat ring and she'd cherish it." Lilith comes out. "They said you were out here. Hello baby." She tightly hugs Hope and he says, "I'll have a present for you later." He says, "don't give it away dad." He puts his cigg out, kisses her on the lips and goes inside.

The others are inside drinking coffee. His mom says, "sorry Hope. I always thought it was a nasty habit. But I don't suppose it would hurt you. Have some coffee." She pours him a cup. "Tell me about Lilith. I barely know her!" Hope says, "she is someone I've known for a long time. She's a great gal. She comes from a village in India. She moved to the middle east early in life. She's smart, well educated. And I love her dearly."

His mother tells him, "and she is a demon from hell." She laughs then says, "you are hiding something." Hope says, "I think those things I shouldn't talk about. It would estrange you to me. But you are right. She was with me in the garden of Eden. And now she is in human form, a human woman entirely. We get along. We are good together. And I need her right now. For love and to start a family. Does that say enough?"

"Yes." She says. "In fact it is most fascinating. But I will always know you as my son, Hope. Don't worry about that."

Hope says, "Thanks, mom. Me and her will start a family but you and my father and Hariot will be a part of that family, too. I'd love it if we all stayed together with us. Lilith doesn't have a mother or father." And his mother says, "of course we will stay with you. We just didn't want to impose." Hope smiles and says, "good."

They all meet outside. "I think we are all ready for our second day of shopping!" Lilith says. They get into the van and head out. While driving they come across an RV. One very large. They say, "We've *got* to take that thing!" So the van stops. They go outside and pleasantly find the keys and an unlocked door. They start it up. And continue driving. It has a bathroom, an electrical stove, a nice table. Joseph is driving and Heather is in the front with him. They drive awhile and find a jewelry store. "Just what we were looking for!" Joseph says. He stops the RV and they all get out.

"This is going to be so exciting!" Hariot says. And the door is unlocked. The jewelry is behind glass which isn't a problem. The keys to the glass case are inside. So they look through them. They each find a ring they like, and a bracelet and things. Hope finds the perfect ring for Lilith and puts it in her ring finger. Lilith then finds Hope a ring and places it on his. They hold hands a moment and Hope says, "we will find a priest to

marry us Lilith. I promise. We will live together and start a family. Their grandparents will help raise them too, as well as my aunt."

"We will celebrate tonight beside a camp fire, get drunk, listen to music, and eat some good food. We will call this our anniversary." Hope says.

It's a good shopping area. They go around and find a CD player and batteries for it. They find a small can of camp fire fuel. They even find chunks of wood. Hope finds a special old gaming console and games. And stuffed a bag with candy. They find some cans of beer. And grab some lawn chairs. "That looks like everything we need for now unless someone wants something extra. Or is everyone satisfied?" Hope asks. His mother suggests a wedding dress for Lilith. And so they go into a nice clothing store and there is Lilith in her new attire. In a white dress.

By then it is late afternoon. They decide to look for a nice hotel as intended. That didn't take long. They get into the office which was loaded with keys. They each get a room of their own. They park the RV close to the rooms they are in. All of their rooms are near each other. Then Hope looks across the street and sees a park. Hope takes Lilith with him and they each get into a large swing set swinging up and down as high as they can go. Hope says, "I love you Lilith!" And Lilith says, "I love *you* Hope!"

Later they go back to the hotel (motel?) And get wood ready. They have chairs in a circle. A cooler full of ice and beer. And they just sit talking to each other over night. They don't talk a lot really, but mostly think. Hope says that they should take the RV on a road trip back home to the Palace. His dad says he was thinking the same thing. And they are all agreed to do so. Not that night though.

But they spend the next day getting what they might need. Fuel for one, ciphered out of what vehicles they could and placed into some tanks. They get a brand new battery for the RV, and take four others from the same place. They get propane tanks.. two, and some battery operated things and batteries. They get a really good solar panel and fit it onto the roof of the RV. And they get food and store it inside. They even find maps they may need. And before long they are ready to go on their road trip back home.

But they have one more night together beside a camp fire. Hope says, "in the morning then we will all get into the RV and go home." There was passing vacant vehicles required but they managed to get through the big city. They had a large TV inside with a gaming console hooked up and Hope was playing games with Lilith. Harriot was reading. Joseph was driving. Heather was asleep most of the time with a pillow to her back in the front seat. She didn't want her husband to feel like he was driving a taxi.

They pull up into a town. Are seated in a restaurant. The owner said, "your not going to believe this but God spoke to me about a family pulling up and to give them whatever

they may need." Hope introduces himself. "Hi, my name is Hope. I'm here with my family. Almost on a pilgrimage back home. And thank you. We don't need much." The guy says, "that's perfectly fine. Most of my things are free anyway. Now that we have alien technology like replicators. I do this more for the company these days." Hope says to his family, "looks like it's all free here. Let's get some food and fill up on gas." Which they do, sitting around a while. The owner comes up to Hope. He asks, "that name.. Hope. Are you *that* Hope, the one called The Gray Lord?" Hope smiles and says, "yes." The owner looks shocked. He bends his knee to Hope. Hope tells him to rise. Lilith giggles. They resume eating their food and get back into the RV and continue forward.

One night they stop out in a dirt field down a dirt road. They look for rabbits awhile. Then they stop the RV and gather up wood for a campfire. They all get back into the RV to rest except for Hope and Lilith. Little demons are dancing g around the flames. Hope wanders off. "Lucifer! Where are you going?" Lilith says, worried. Hope stops after awhile and is lifted up to heaven. It is there he talks to God. He asks God to marry him to Lilith. And then Lilith appears beside him. God asks Lilith, "do you wish to marry Satan? If you do then you will remain human. But if you do I will keep you together, always. Do you wish to marry him?" Lilith says, "yes! Yes my lord I would want nothing more!" And God says, and so it is. He gives their ring power to stay together. To be bonded together. To never be separated.

And they are back at the campfire staring into the flames. Then they embrace and go to sleep.

In the morning they are back in the RV and return to the main road. Joseph is looking at the map. They are eating breakfast inside and drinking coffee. Lilith and Hope are playing games again. Harriot is reading. Heather is just listening to music playing on the RVs stereo system.

They see a large crowd of people down the road. They are raising their arms saying "praise Lord Satan!" Looks like word must have gotten out about them on the road. They are slowly passed by, carefully so, and their trip resumes.

A short ways down the road they see a rather great looking Church called "The Luciferian Church of Christ." There are two upside down crosses leaning on a middle upright one. Angelic, demonic imagery. Some sort of special lights beaming up into heaven. "Let's stop here," Hope says. So they pull up to the side and get out. "Wait here." One says. "We have been instructed by God to baptize you." Hope says, "I would love to be baptized here. Just guide me into what I need to do." They tell him, "first have your family go inside. Tell them to take the front seat." And so Hope goes to his family and tells them what's going on. They then take Hope and bring him to a

room. He is told to change into a robe. Which he does, privately. The priest asks him a few questions.

"Do you believe that Lord Jesus is your savior and died on the cross for your sins?" Hope says, "certainly so." The priest then places a cross around his neck. He is guided into the baptism area and baptized by the priest. "Hope," he says, "you are now baptized in the name of Lord Jesus. May all of your days be spent honoring the Name of God." The priest says, "I Christin you with the name "Hope," so may you be called."

Then Hope is asked if he would like to say anything. "Yes," he says, going to the podium. "I am a man. Born again and faithful to God. May you all be too. God may be trusted. God is not a God of vengeance but of salvation.. of redemption. Those who follow him can trust him. I am a fallen angel no more. I have been human born for the sake of salvation. I was born with a great family, given a chance. God found a way to give even me salvation. And each and everyone can too be saved. As I'm sure all of you are. Keep following the Lord your God and live harmlessly. Be as one deserving no blame. And may God keep you."

The congregation applauds and shouts praise to Hope. Then he signals to his family to leave with him. He shakes hand after hand. He signs some copies of his books. Then, finally, they make their way out and back into the RV. There are motorcycles that drive beside the RV for awhile, but then leave. He sees that the road signs have changed to the name "Hope's Way."

Down the road the trees seem to get larger and larger. There is more plant life too. And vines have taken over the old telephone lines. The road itself seems to change. And there are a lot of drones and things flying around. Sometimes human looking androids, or just robots. They are changing the landscape itself. Building homes, planting, and such. The road in fact magically places fuel in the vehicle, as through some sort of teleportation directly into their fuel tank. "Is our gas filling up Heather? Look at that, it's been increasing." Heather says that's ridiculous. But he's right. It went all the way up. The vehicle itself starts to drive automatically at a certain pace. The gas pedal doesn't seem to work. Joseph says, "stop that!" And heather asks "stop what?" And the vehicle automatically slows down and stop. Heather asks, "why did you stop?" Joseph says, "I didn't. It stopped itself." He takes his hand off of the steering wheel. He says, "watch this," and says, "go." Then the vehicle starts driving again. "Hmm." Heather says, "Oh well, that's the least of what I've seen the last month or so. It must be controlled by God, who knows?"

Hope has been listening. He tells his parents in the front seat, "I can explain the land I guess. The trees and the way things are just *looking* better. I taught the people a way out of dullness. And I've got to admit they are making the Earth a prettier thing to look at.

Just look at how high those trees are! Now if only they'd put up big screens one after the other so we'd have a movie to watch down the road."

His father says, "I know you're joking of course. But by the looks of it.. it looks better. Everything is seeming so magical these days."

There is a rest stop up ahead. So they pull over to it. Getting out they see food replicators. And object replicators too. Display screens and music devices are there. Almost in a theatrical setup. They start to thinking that any place in the world is a home. "It's like you can live anywhere you want to now, literally. And yet have food and entertainment. Have fuel permanently. And a more beautiful Earth. What do you think Hope?" Joseph asks him. "I think this is the least of it. I am at some middle of nowhere place snacking on pie and watching a movie. It's like everywhere on earth is your living room. At least in our territory. But we've got to continue on home. A person could get lost in a place like this!" He says.

Heather is watching one of her favorite old shows. It is somehow incredibly more immersive. She says, "who needs 3D TV when the TV is 3D? I'm more sensitive to this. It pulls me in while I feel so calm and peacefully relaxed to it." She tells Hariot. "What do you mean Heather? Isn't it just a regular screen?" Heather says, "no. Just sit awhile and you'll see what I mean. " Which she does. And it is getting dark. They all fall asleep. In the morning they get ready to leave. They get back into the RV and continue forward.

They notice that the sun isn't in the sky. They've thought that a few times before but now they are sure of it. "Where did the sun go?" Joseph asks Heather. "What do you mean where did the sun go? It's right.. Hey you're right! Hope!" Hope asks, "yeah?" Heather asks, "Hope where did the sun go?" He looks around awhile. "I don't see it. It's still light out though. Well, maybe God is showing that with Him all things are possible. Even light and warmth without the sun. Our God is an awesome God after all."

Joseph is then confident enough to take his hands off the wheel. Nothing bad happens. He hadn't been driving himself awhile any way. He says to stop at the next town. And through the speaker he hears, "stopping at the next town." Then he motions for Heather saying "it's fine for us to go into the back now." Heather says, "it's like the thing is possessed." And Joseph says, "alien technology. Isn't it silly?" And they join the others in the back.

"What do you think Hope? Do you think this RV is possessed?" Joseph asks. "I don't know," Hope says. Then Lilith says, "Oh I can explain it. It's best understood as a spirit alright. But not a living or conscious one. Like an android with incredibly smart AI. But a level greater than that. You could call it an android spirit instead of an android machine."

"That's incredible!" Hope says. "And how do you know this?" Lilith says "we precede humankind by ages and ages. In that time we've learned a lot of things. And Gods spell book is open to us. Far wider than that of your greatest physicists. Those spirits can not only possess cars but books and trees to, or anything else. I'm guessing you will be able to interact with a great deal more anymore, Things once thought lifeless will now be able to be interacted with and instructed." She looks at Hariot. "Let me see your book." She says. And the book is right in front of her. Lilith says to the book "open," and it opens. She says, "turn the page," and it does so. "See what I mean?" Lilith says. "It isn't magic really. Just science and technology that appears that way."

They soon enter into the next town. The sky scrappers are incredible. The lights illuminate it in brilliant colors. They can't resist looking around. After leaving the RV they see a sign that says, "Air Shoes," with the description: "Our shoes let you walk on air!" And indeed there are people walking on air, so they don't doubt it. They go inside and the owner tells Hope that he had special shoes just for him and his family. The store owner is an alien/ angel of Heaven, by appearance. He takes out five boxes of shoes and hands them to each of them. They try them on. He tells them, "it is an honor to meet you Hope. Enjoy your stay at Angel City." So they put the shoes on and ask, "how do they work?" The angel tells him, "just walk as though you are walking on a staircase." Which they do and find that they are walking on like an invisible staircase. And he says, "don't worry, they will catch you from a great fall. Remember: to stop the effect press the red button on one of the shoes."

Hope gets the idea of it. He can thrust himself forward. He can even sit in mid air. And he can jump upward and upward again. He has never been so amazed by anything before. Not material-wise anyway. And there him and his family have a fun time in the middle of the air until they each sit down on top of a high building looking over the magnificent city. "What a new Earth it is!" Hariot says. "Yes!" Hope says. "What great changes have come. Even the weather is just right." As they look below they see drones adding to the buildings. Hope looks down the ledge, closes his eyes, and jumps off. "Hope!" His mother says. And Joseph says, "He'll be just fine." Lilith jumps off next. Then Hariot says, "let's go after him. We don't want to get separated." Then Heather says, "I don't see no other way of getting off the top of this building." And they all jump off the ledge. They stop by Hope. And they see a bar that they enter. "Hello y'all," The owner says. "Drinks are on the house. In fact *any* drink you can name." Hope asks for a long Island iced tea. Lilith asks Hope what would be a good drink to try. Hope says, "Try a blue Hawaiian. They're great." Joseph gets a beer. Heather too. Hariot gets a wine cooler.

The owner places a basket full of candy looking things before them. He tells them to chew one if they wish to become sober again. That by midnight they should do so and

return home. "I just do this for the company," he says. After midnight my android will be here to help you if you need it. And another will stop any fight. That other can see everything through our cameras, so you can feel safe here and just have a good time."

The night continues on. Heather and Joseph are dancing. Hope and Lilith are dancing. Hariot finds a guy to dance with. Music is playing and after a few hours Joseph chews one of the sober candies. In about 20 minutes he gradually sobers. He hands one to Heather. Then she's sober. And Hope, Lilith, and Hariot follow. They all get back to the RV and sleep there through the rest of the night. It is almost afternoon when they all get about. "I guess not even heaven can stop the power of a hangover!" Hope says. And Joseph says, "at least I don't have to drive. Let's get this thing started and on our way back home! Start driving us home, RV, as I've instructed." And just like that it starts and leaves the city, back onto the main road. This time they drive a couple of days. After waking up one morning Joseph says, "you guys bored yet?" Heather says, "yes! Let's stop at the next city." Joseph says, "RV?" The RV says, "yes Joseph?" And Joseph says, "please stop at the next city." And The RV says, "Stopping in the next 20 minutes to Cabin Outpost City." Joseph says, "I've never heard of that city before " Hope says, "It is probably a brand new city or something. Sounds like a cabin area. This should be really nice. And we have been traveling through mountainous areas. This should be quite nice!" They see forests and lakes too. A wonderful setting. The RV soon stops. It looks like at an office area with a big welcoming sign for Hope and family. And in the distance a Church. Hope says, "I hope they don't want me to preach there." His dad says, "do if you want, don't do if you don't want to. It isn't a problem. Let's go inside and see if we can find out about this place. They go inside and start talking to the person there. "Hello all of you! It is a great honor to see you! We were informed about your possible arrival a day or so ago. Please enjoy your stay here. Is there anything you would like to do?" Joseph says, "fishing sounds nice if you are able to give us some things to fish with." The owner says, "sure thing. I can make that happen. Let me go in the back a moment.." He returns with fishing equipment. Just take what you need. Here is a key to a cabin near the pond. You are going to be in cabin 8." They all grab a pole except for Heather. Heather just doesn't like fishing. But she does get a chair. They all go to the pond with their things. They get the fishing gear set up. Joseph casts his line. In a few minutes he has already caught something. And they all catch fish quickly. They go to their cabin. They see a bag of coal and a grill. Joseph guts the fish and cooks them. Heather is watching TV. Most of them are. They see that the fridge is fully stocked with good food and drinks. They build a camp fire in the back yard. They settle into the night and wake up late next afternoon. Then they decide it is time to continue on home.

Getting back into the RV they do so. And within a few days they have finally returned home.

"Home at last!" Hope proclaims. And the place is most welcoming for them all. They all decide to rest. Heather and Joseph go into a room together. Hariot goes to the magic room to meditate and relax at the same time. She prays to have a man in her life whom she may marry. Hope and Lilith retire to their room. And Lilith has something special to tell Hope. "I am pregnant." Lilith says. Hope looks bright suddenly. "Pregnant? Are you sure?" Lilith asks, "aren't pregnant people always sure?" Hope laughs and says, "not all women, but you, it seems knows, and I believe you. And I am very happy about this." He holds Lilith's face into his hands and says, "we will raise the child well. He will be born into a very good family. And he will become a prince." Lilith says, "I couldn't want anything more."

A man appears in the magic room where Hariot is. Hariot asks, "who are you?" And he says, "I was once your childhood sweet heart. I have been sent back to you now grown." Hariot says, "Larry?" "Yes," he says. Hariot says, "you are the only guy I ever loved. You were the only person I was ever with. It's been a long time alone. I am so happy to now to have you here with me! And you can stay with me?" Larry tells her, "Even in heaven I thought of you often. God let me see you and watch over you. And I yearned to return to you. God told me that one day I will and now here I am. And I'm greatly happy to see you again Hariot. I'm happy to see you too Larry and I hope we never have to leave each other again." Hariot asks, "remember our pretend marriage when we were just kids?" Larry says, "yes." "Let's count that as being married," Hariot says. And he laughs and says, "I will." He reaches in to kiss her. And rests at her side awhile.

Hariot closes her eyes and says "thank you God for returning Larry to me." Her, Larry, Heather, Hope, Joseph, and Lilith are then standing before God. God says, "I welcome you all together to marry Hariot and Larry." Hariot and Larry look at their hands. There are two new rings on their fingers. "These rings will keep you together always. Nothing may separate you. And you will be a part of The Royal Family. You may return home now."

Back at home they are all at the table and bread, cake, and wine is before each of them. Heather says, "well that was a surprise. Tell me more Hariot. Who is your new husband?" Hariot says, "Larry, who was my childhood sweet heart given new life by the hand of God. And since his death my guardian angel." They each drink and eat and Hope says, "our family is getting better all the time. Welcome aboard Larry! I have an announcement myself. My wife Lilith is pregnant." Heather looks shocked, "That's great son!" She is almost in tears when she says, "Joseph, we are going to be grandparents!"

Hope goes to The Master of Expression building within his palace. He sits at a large screen and types out that he is very proud for the improvements made upon Earth. The

buildings towering. The science that ended starvation. The beauty and peace of things. He goes over his recent trip. The fun he and his family had. And the opportunities of people in the modern world. He says that he wants things to continue as they are. And to turn to God for any help they may need. To pray often. Pray for greater and greater things.

"I am having a son. Me and Lilith my bride. I will teach him to be a good prince. He will be ready to rule when that time comes. And I will write a book for him to rightly do so. Please honor this prince and keep him a good ruler through peace and love." Hope turns off the screen.

The next few years go by. Hope and Lilith named their son Seth. He grows up healthy. He is well suited as a prince should be. Hope has prepared messages for him to watch and listen to privately. "Remember son not to harbor hateful feelings towards others. I will not accept the word *hate* from your mouth. You are never to say you hate someone. Rather look at people as friends and only make enemies with those that harm the innocent. Pray to God daily. Do not blaspheme. Consider the poor. The suffering. If there is any on Earth anymore. Allow feelings of guilt. They strengthen compassion. Be productive. Have a purpose. Write books for the people. Listen to your uncle Jesus refusing to be a person always wanting vengeance. In your power do not harm others. If you do then you will have your throne removed from you. And could be punished for such things. Before you were born the Earth was not as it is now. We are in a utopia. Things have drastically improved. *Monumentally* so. So all of you eternal life you should reside in a happy kingdom as we all now do. Consider what positive changes in the world should come about. That will be your most important responsibility. And to see it come to fruition. So think often how things could be made better."

It is the Christmas season. Lights illuminate the world better than ever. In Jerusalem God's people are brightly singing. And Hope and his family are invited to eat from The Tree of God. When they get there they walk a while with the angel Gabriel. He says it is most pleasant to have you on our side and back among us. God is wise. They come to a gathering of people. And one by one they are handed a fruit from the great tree. Hope and all of his family are sitting together and are handed each a fruit. Which they eat and feel spiritually lifted from. The angels and people continue to sing.

Gabriel approaches Hope telling him the lord wishes to speak with him. "About what?" He asks. Gabriel is told he's uncertain. They enter into the throne room of God. Gabriel is told he can go back to the festival. Jesus is right there in front of Hope and asks him to sit beside him. "I have nothing bad to tell you Hope. And you can tell me yes or no. But I am asking for a period of raising your son for a year in this Kingdom to fully ready

him to become a prince. I only want to make him into the best prince he can be for all people. Give me a year and I'll make him as such."

Hope simply tells him "of course my lord. A year is not very long and will ease some burdens of raising him. It'll give him something good to do for sure. And I trust in your ability to do so. As for his desire to stay here or not, well, that's just the obligation he has as a prince. I'll go get him for you right now."

"Yes and talk to him about it in the walk over." Jesus says.

He arrives back at his family and grabs Seth to join him over at the throne room to meet with Jesus. "Looks like you are getting a new home for Christmas," Hope says. "And a good one at that. As a prince Jesus wants you to stay with him in his kingdom for a year. It will better prepare you for what's to come. It'll be only a year." Seth says, "a year here suddenly away from my family?" Hope says, "God *is* a part of your family. Besides I can't really question him. Actually I agree with him. He can prepare you to be a prince much better than I. And I bet by the time you return you will be able to start rolling over the people of the Gray territory. As much as I tried to prepare you for that I found that something was missing. In fact I know what it is now. And it is found here with God. That is who rules the ruler. And their importance to all people on planet Earth."

With that Hope and Seth are standing before Jesus and Jesus asks Seth, "have you been informed about your time here? You won't be here long. In fact eight months is fine. We don't sleep here. We *rest*. And time can go by a little quicker in a place such as this." Seth tells him that he shouldn't just snatch him up from his father and tell him what he must do for the next 8 months. Hope says, "he is simply unagreed." Hope tells him that the time will pass by before he even knows it. Seth tells him "what about what I want? This man is telling me that I have to be taught by him to be a prince. That your teachings are inadequate!" Hope begins to see his son's side. "Jesus," he says, "I've changed my mind about your offer. I am taking my son home with me." Jesus just looks kind of blank faced and relinquishes his hold over them. Finally he says, "I see. Go home then. Forget I ever suggested it." And with that they leave.

While leaving the territory of Jerusalem Hope tells him "such a man is dangerous, son. A high minded person. Self-right in all cases. Inflated and conceited. I will protect you from him." They are in a special aircraft zipping along rather quickly. But the aircraft makes a sharp turn. They realize they are not heading home. "Is this the right way back?" Hope asks his son. Then Jesus' words are heard. "You dare repress the will of God and blaspheme me? I will exile you to the Dark Territory and have you marked for death!" Hope asks him "What did we do to deserve this? Are you mad?" Jesus says,

"enough!" And they crash into the dark territory.. Hope and his whole family with him."

A great volcano erupts that day in Yellowstone.. that super volcano. It almost completely destroys the Gray territory as well as powerful earth quakes and powerful lightning over head. The gray territory is now almost gone. If Hope would have known it would have broken his heart. Him and his family come across a Satanic Church.

They enter inside. A preacher is saying how the Devil is preferable to God. That all along The Devil only wanted liberty and to liberate. While the God that demonizes him is a foul mouth and hateful being. That God will be worshipped but Satan will redeem. And something sparks in Hope that day. A feeling of empowerment. Of suddenly being free. And he thinks to himself *free at last*. Instead of worrying he feels liberated. Instead of being weak and feeling sorry for himself he choses strength.

"Don't worry about this, son." He says. "I think nothing better could have happened. And it's possible that Jesus thinks the same way. If he wanted to he could have destroyed us. But lets just play his little game."

Hope suddenly appears before a table. There is a chess board there with God across from him. God makes the first move. He tells Hope, "Satan, are you ready for a game, for old times sake? The winner gets Earth. "

"Ha ha," Hope says, and makes the second move.

Samael appears beside him. He takes Hope back to the Earth realm but not where his family is. He looks at his hands. He is made into human form he sees. "So I am human, eh? Lucifer," he says, "Let's follow that star you were always meant to be. It is your one and true purpose now to banish those silly compassionate human feelings you were invested with. Be that person of iniquity. Become the one you were."

Hope says, "what do we do next?"

Samael says, "I want to take you into The Devil's Cave. At one time you were spending months and years there. A meditative place, one concentrated with darkness. I will return your family to you at the right time."

So Hope and Samael walk through the wilderness at night following a star in the sky. And come upon a cave which they enter. Inside they see a group of goats at a table. Satan is asked to sit down with them. Samael says, "This is your council, Satan, "And they are a reflection you. They are manifested through you. And will know how to advise you."

"The Gray Territory was very recently pummeled with destruction," one says. Their souls were either lead to Heaven, God's Earthly Kingdom, or here. While a minority

remained in The Gray Territory unharmed. So there are the Gray people, the Dark ones, and the ones of God. If we are to gather an army to fight God we must strategize and be knowledgeable in our pursuit. Else we will fail. I'm sure that God places limitations on Himself for the sake of the game but remains quite formidable. However you, Lucifer, can be especially powerful at times. And at your best sometimes greater than God, entirely. God made you an entity to match Him. Because, perhaps, he would be bored without you. So we will gather and prepare an army and assail God's Kingdom for the chance of making it our own."

A different Goat says, "A warrior like you needs a good sword. We have hid it for you for this very day. It is The Sword of Peter." He says, handing it to Satan. "And no more the human form for you. Take of this cup. It is the blood of a white dove. Drink it and you will be transformed to that perfect being God made you to be." Satan grasps the cup, closes his eyes and drinks from it.

He feels he has powers he didn't have before. He feels that his body can now move more freely. And he dances around like a spirit. Then solidifies once again. He stretches his arms wide and says, "free! Free at last!" in a quite powerful and booming voice.

One of the goats moves his mouth but is unheard. Instead it is Satan that is talking through him. As what the goat says does Satan. "Heaven," he says, "be prepared for a battle." Then Satan is before his army. And he has a speech for them:

"For ages, it seems, we have come together for the sake of might, power, and perfected strength to take over God's Kingdom. I have overcome my physical form to have it in my power and ability to do so. Gather all the people you can. Gather the greatest powers that exist in the nether and pull from it the ultimate magic. Piece it all together. I will return to this "place" when we are ready – expect it to be soon."

Satan returns Samael to his spiritual form as by knighting him with the Sword of Peter.

Satan and Samael are now at the shores of a sea. "Leviathan I conjure you!" He proclaims. And Leviathan emerges. He says, "Lord Satan, I know why you are here."

Then Satan is on a great mountain. He proclaims, "Shiva and Agnes, I conjure you!" And they appear saying, "Lord Satan, I know why you are here."

Then Satan is in a grove. He proclaims, "Pan, I conjure you!" And Pan appears, dancing, playing his flute and says, "I shall be prepared. I know why you are here."

Then Satan is before the pyramids and proclaims, "Set! I conjure you!" And Set says, "Satan, I know why you are here."

Then Satan sees a group of cats and dogs around him and proclaims, "Azrael! Beelzebub! I conjure you!" And is told the same.

Satan summons Lilith to himself. He takes them into a fairy realm. There are many small fairies there and one in human form, a beautiful girl. He asks her to change Lilith back into her spiritual body. She asks what she will get in return. He takes his ring off, and he gets Lilith's ring. And says, "these." The fairy says, "Yes, Satan, but I will be married to you. And keep your own. Then I will do as you ask." He says, "so it will be." And Lilith is transformed back into her former self.

Satan sends Lilith to wait in a garden hid from God. He himself goes to a realm where he can reclaim dead souls. He finds the place crowded with them. He tells them if they choose to serve him then he will restore their lives. The moaning gets louder. They approach Satan going through him. As they do they return to life and are restored in the dark realm, to which Satan returns.

Beelzebub blows a trumpet. Dogs come unto him in massive numbers, changing into demonic wolves.

Azrael sounds a trumpet and many cats appear turning into demonic lions.

From a great mountain a great fire and witches dance around it. Some demons in human form are at a table feasting. Lucifer is there with them, to whom they bow. Not humbly but happily. The devils are dancing that night. The witches are on their brooms. And Satan proclaims that heaven itself will be theirs.

"A third of all angels," he says, "but two thirds of all people!"

The sky is wicked looking. The moon especially large and red. A murder of crows scatters. And Hope, *Satan* looks especially demonic among them. Music is playing, kind of diabolical music. The trumpeters are mocking God. The drummers are marching. The singers are preaching.

On God's side He summons Gabriel to Him and Michael, informing them what's to come. "I knight you once more," he says to one then the other. "But it is a secret when I say: *We will purposefully lose*. This is being done for my brother the Devil and nothing more. Existence can be quite mundane. So let's all put on a good show."

Satan looks in the sky which has built up great thunder. A great chariot is seen flying above. The four horses are white. Its rider has a great thunder bolt that it flings to the earth.

Then Jesus looks above at the sky. There is a dark cloud that looks like death sweeping over. And death's sickle comes onto the ground causing the Earth to quake.

The mouth of hell opens up and many demons come forth.

In God's realm it is more like an angel unfolding its wings and cherubs come out to sit next to Jesus.

All around Satan are animals (familiar) and the sun goes down. Beside Satan is a wolf that howls, and the moon turns red again.

Satan kneels and takes a dagger, plunging it into his stomach. He cries in pain. But doesn't die but just becomes stronger as he intended. Wings come out of his body. He is like a mix between a dragon and a person, or maybe more an angel and a dragon. He spreads his wings and evil spirits come forth. Great moaning. And more spirits are set free upon the earth.

The armies gather at Armageddon. Foul beasts and creatures, monsters taking their personally desired forms. And God's angels try to hold them off. A scene of a war under crazy looking clouds. The sky becomes more black, a little light comes back, but blackness overtakes it. Angels come down from heaven. Knights on white horses others on black horses. Leviathan emerges and is a fiery dragon. Lightning is everywhere. The cross is fallen down from a temple. Its curtain set on fire. The fairies roll around in the ash and become formidable foes (it gives them power and transforms them.) It is then very dark. A black sky is above. Then stars appear. They glow brighter and brighter. The sun comes up. The morning star shines just as brightly beside it. The evil spirits would have certainly won. And they did win something: inner peace and inner light. They transform to more angelic beings, no longer demonic. And with that the battle is over.

Satan (Hope) is now beside Jesus. Jesus takes the sword of Peter back. He knights him as prince over all of the Earth. And he ascends to heaven.

And Hope is beside God again at the chess table. "Well played!" God says. "The Earth is yours and always was and always will be. I will restore things just as they were before. As though nothing has happened. I will send you back in time to your bed at your palace and you will wake up like only a night has passed. We will remember everything. Your family will not. And for all of this it is just what gods do. I look forward to playing another game with you in the future. I am leaving Jerusalem now that things are in order. I will be sending your palace here where mine once stood."

So then Hope wakes up in his bed. He looks beside them and there is Lilith. "It is so good to see you Lilith!" He says. And she says, "Hope you act like you've been some place! Don't tell me.." Hope stops her at that and says, "Yes I have! I was in the dark territory.." Lilith stops him and says, "A prince doesn't kiss and tell." Hope says, "Oh, I understand. That's all I will say then." Lilith says, "yes, good, because it would just confuse your family and have them feel strangely."

Hope says, "I am glad to be back. You are in human form again. So am I. My family is still here. Nothing could be better." He looks out of the window. "We are going to have to explain why we are in Israel now, though."

Lilith says, "then we will have to come up with a lie." Hope laughs and says, "then what? We flew over here?" Lilith says, "just say that God wanted us here. I mean surely they've seen more miraculous things lately." Hope says, "good point. Very good point. Lilith?" He asks. "God had told me that the light in this world will replace the darkness. But Jesus left. He gave *me* the whole Earth instead of remaining. Did he lie to me about that?"

Lilith says, "as a being who was once completely wicked Hope *you* have made a leap into goodness like no other. There are those born into light. Then there are those that earned it. Which you certainly did. Hope, *you* are the purest light on the face of this Earth. Light did overtake it through what you became. As you are so so is your environment. You are a great source of expanding power and influence. You've proven yourself to God. You've earned what you received. They can say all they want in the religious text books how despicable and evil you are. But you've certainly proved them all wrong!"

He is feeling hungry and goes to the Taste Building for food. He takes his favorite cup, a chalice, one hidden away, and pours into it some red wine. He gets a part of a bread. He stops for a moment thanking God and then eats and drinks. Lilith comes in, hugs him at his chair and says, "thank God I have you."

Their son comes in. Hope says, "Son I have an assignment for you. As a prince you should have a kingdom. I'm not really thinking *Kingdom* so much as *Temple*. But kind of the same. If you recall Solomon he was greatly gifted by God. And we far more than him. Solomon created a Temple according to just how he wanted it to be. So come up with the design for one and it will be built. You will spend your days preaching in it some day. And have it as a home if you like. Really it doesn't matter where you live. But there you will be a gray shepherd for the people."

So a couple of days pass and Seth has the design presented to his father. He tells him "I have it all written down, dad." And Hope says, "read it to me please."

"I want nerovene plastic walls," he says. "Stainless steel floors too. Stain glass windows. Comfortable seats. I want Satanic things on the left and Holy things on the right. A large well lit star and a place for a trumpeter. A very large screen behind the pulpit but above. As for the pulpit I want it made of rose and blue quartz. A nice stereo system. Black and white candles. Instead of a baptismal area a wishing pond in front of the altar. I want visualization areas full of music, candles, comfortable chairs, drinks, candy, and basic visuals related to the music. A taste magic kind of place, that is. A room to

watch Christian Satanic things on with a nice and big screen. And there also color shifting lights. A gong (to start the service.) A large dark gray curtain instead of doors. But one doorway a white curtain and Holy books inside as a library. A great idol of God in one room. It has a white curtain too. And those are the ideas I have for it."

Hope says, "well done! I couldn't have done it better myself. I will take this paper and present it to my servants. It won't take long. After it is done we will go there together." So Hope goes into his Master of Expression building and scans the sheet with the line on top "Have this built for Prince Seth on orders of King Hope."

Then there's a scene if one receiving the paper and bringing it all together accordingly until it is done. Then Hope is contacted and invited over with his son.

They fly there by using their special shoes.

They arrive there and are happy with what they see. Seth wasn't going to live there. He rather likes his current home. But he has changed his mind. He is asked if there is anything more they can do for him. He tells them, "I would like my own room to live in here." He takes out a pen and paper and thinks about it. "You know those cage things on top of the church? I want a room up on one of those. Instead of bars as normal, bars like pitch forks surrounding it. And a fire place in the center. Some nice self cleaning blankets and pillows. And easy access below to a more private room. One having entertainment kinds of things. A leather couch down there. You know, I can lay down and look at the stars above sleeping there if I want. But there is a more enclosed area beneath."

He is told "We got the idea, entirely. We will make it happen. Anything else?" Seth says, "yes just one more thing I wanted to add. Can you plant some weeping willow trees in the front, surrounding the whole building?"

"Yes, that we will," he is told. And Hope and his son returns home.

Returning home Hope's family greets them and welcomes them back. Except for Joseph who is said has found a nice pond nearby to fish at. Hariot says she ate this really good desert in the kitchen called Baklava. Heather says, "yeah and I've taken a liking to lamb. I ate a gyro sandwich not knowing what it was. Looked it up later and found out that it was. We haven't been doing a whole lot other than enjoying the weekend. Did you see your new Temple my little prince?" Hope says, "well these days 13 is an adult age. Actually among Jewish people that's always been. Seth is a smart boy that had quite an impressive design for it."

"Thanks dad," Seth says. "I may move in there too. Am not sure yet. Maybe not move in entirely but I sure will vacation there sometime." Heather asks, "are you hungry

Seth?" He says yes and is lead into the kitchen. "How about some pigs in a blanket? I just realized we had them."

Hope goes to Hariot. "Hi aunt Hariot. We haven't talked in awhile. How have you been?"

She responds "quite well really. Not a worry in the world. How was the temple?"

"Quite nice, Hariot. The most impressive thing I guess was the mood it evoked."

Hariot says, "I'll go there to listen to my nephew preach someday."

"If you want." Hope says. "It gave me the chance to use my flying shoes. I gotta admit that was the best part. Took us about 20 minutes, not long. Seems our clothes keep us warmer than I realized. Well aunt Hariot see you around. Let's all have a camp fire and some beers tonight, alright? Maybe Joseph will bring back some fish. I wouldn't doubt it."

"He's gone fishing?" Hariot asks. "Yes, apparently there's a pond nearby." Hope responds. Hariot adds, "I'd like to go there myself."

Hope says, "Well I'm sure he will show you where it's at. I'm feeling rather tired. I believe I will take a nice long nap." Hope says, and goes to his room to sleep awhile. The day was a good one. Everything is taken care of. And there is nothing more to do at the moment.

Hope dreams that he is floating higher and higher. He reaches angels and sits down before God with them. They are singing songs of praise. The music is Dorian. He sings a little while. White wings surround him, grasp him, comforts him and he peacefully sleeps. Lilith comes into his room and lays down beside him falling asleep too.

He wakes up hearing "Hope! Wake up please! Is he in a coma? He's breathing but he won't wake up! Someone call for help.." Hope opens his eyes slowly and says, "Mom?" His mom says, "Thank God he's okay! Hope you have been sleeping for the last three days!" He slowly rises. Lilith says, "It's just like I said. He just needed more time to sleep." Hope stretches and says, "Oh my goodness! I never felt so rested!" His mom says, "you had us worried. But that's fine. I guess in heaven you sometimes sleep more. Next time we will understand."

Hope goes to see his son in his room. He finds him there listening to Devil Worshipping music. But Hope did himself at that age and doesn't give it much thought. He asks if Seth has put together a sermon. Seth tells him he has. Then Hope tells him, "excellent. I will hear it when you deliver it to the people. I will be right there in the front row. I am proud of you." He tells him then leaves back into his own room. He lays down awhile and sleeps just a bit more.

Seth goes into the basement. The idol area. There is an idol in the corner, one of Neti. A being mentioned on rare occasions through the history of humankind. Neti is evil. Neti summons Seth to him. He tells him that God is planning on destroying Seth but that if he does what he tells him to he will grant him great powers to take over all of heaven. But he must boldly oppose God. He must find Christians and destroy them "for they are all against you and your rule."

Heather comes in at that moment and Neti is now silent. "Seth, we asked you not to come in here. C'mon you gotta leave now. If your father found out he would be very angry about this."

"Why?" Seth asks, "is he hiding something from me?"

"Nevermind the reason," she says. "Just do as we ask okay?"

So Seth leaves and is given a lot to think about.

He is back in his room listening to music when Neti transforms into a young woman. Neti goes to the idol of God in the Magic Building. He magically calls forth Hope and tells him that he was sent by God to marry his son Seth. Hope says to him, "is that so? Or are you a demon? We will *not* be deceived. God keep you here. Iniquity will not reside here."

Neti is very angry. He cannot move. He is shouting at Hope and blaspheming.

Hope goes to his son with a hammer and smashes up his music player.

"Dad! He says, "why?"

"Come with me son, right now!"

And he is taken to the Magic Building where Neti is.

"This is Neti a supremely evil being. Tell me Neti, what were you plotting? Son, tell me what he told you."

Seth tells him that God and Christians were wanting to destroy him. But that with his help *I* could take over The Kingdom of Heaven."

"He tried to deceive you son. No such thing is even vaguely true. God loves you."

Neti then says, "I will destroy you! You, your son, and God Himself!" Hope goes and says, "we will see about that." And a moment later he takes a dagger and plunges it into Neti, who turns to ash. Hope is almost crying when He goes to the idol of God and asks Him to keep them safe and to return his son to His purpose.

"Son," Hope says, "the wicked ways are not the right way. My parents couldn't stop me from what I listened to. I guess I can't stop you. But please believe me when I say that God loves you."

Later Joseph comes into Seth's room and explains Hope's childhood to him. "You know that your father is the Devil. And as such was the most wicked being that ever existed. God put your father into human form and for that was saved. God got to know what Satan was *really* like and found a good person in him. He wasn't given the best parents. Me and your mom let him make his own choices. Let him choose his own lifestyles. But he chose good things over bad things. God is not against you. Is no being that would harm you. In fact he will do everything he can to help you. So never be afraid to speak to Him. And be assured that He will lead you put of danger, not into it? Okay?"

Seth agrees with all that he said. He looks at his sermon on paper and rips it up and tells his granddad he knows what he will preach about at his first sermon.

And Seth does has his first sermon. He is there at his Temple with a very large attendance. He says, "God be glorified today. As we rest here in His Kingdom give thanks to Him who saved and gathered us today to fulfill His purpose. What can now be said of suffering? What can now be said of death? These things have been taken from us and we now live together in perfect happiness having everything we need by all the power of heaven. Those who were born some time before me lived in a world of death and suffering. I cannot imagine how difficult that was for each of you. But we can honestly look around now and say that things have changed. The new world of ours gives us everything we need. So let's praise and worship the God who made it so, always, knowing we can fully trust in him."

Seth is then silent and looks up from his paper. The crowd is applauding and proclaiming praise to God.

When Seth returns home Hope has a gift for him.. It is a White Bible with the verse Jeremiah 29:11 on it:

For I know the plans I have for you," declares the LORD, "plans to prosper you and not to harm you, plans to give you hope and a future.

He also takes Seth to the Taste Building of the palace. There is an old family bible there. One far too big to sit into your lap to read really. So it is on a table. Inside there is a dry rose. And family have been signing it for generations. Many generations. And Hope asks Seth to sign it. Which Seth does.

"Best Bible ever written, son. It has a commentary in it like no other, and a truly useful index. Come here to read it whenever you have a question about scripture."

Hariot and her husband Larry are at the pond. They are fishing there sitting on lawn chairs. Hariot says, "I almost never want to leave. We have a lot of fish now. Let's go back and cook them up."

They get back and find everyone outside listening to music beside a fire. They are each sitting in lawn chairs in a circle. Except Seth who is standing. They let Seth drink a beer with them. They feel he is old enough and the government isn't there to stop him. Hope raises his beer and says, "To Prince Seth and his first sermon!"

"To Prince Seth" they proclaim. And the night passes by quite pleasantly for all of them.

Then Heather and Joseph stand up and say "We brought everyone together tonight for a special reason," Joseph says. "Me and Heather are having a baby!" Hope spits the beer out of his mouth. "My God!" He says, "That's incredible! For the first time I'm going to have a brother.. or sister?" "Yes son! We will tell you more about it when we know more. But for now you can know it will be happening."

Hope says, "our family will some day compose many millions of people. And I'm happy to know that I will soon have a sibling."

The sky becomes bright. Very bright. Hope points and says, "look! There is an strange thing forming in the sky!" Hope goes to his Master of Expression building and asks for information about what's going on.

"Don't be afraid, Lord Hope." An angel tells him. That is a black hole, one made by God. A place where different races cone together. You are joining them. All evolved races are brought together this way."

"It'll consume us then?" Hope asks.

"Your world will enter into it as other evolved worlds have. The physics there are different. These metallic based sciences you have will no longer be needed. You will start your new existence inside. It is a dream realm that someday you will awaken to and be reborn in. Before that happens you will behold your life and dream there until you awaken. It'll seem like a long time has passed. But after you awake it will be as though you were never asleep."

"I'm scared." Hope says.

"Reasonably so," the angel says, "But death is something that must happen before eternal life can begin. You will find your way back to your family, we promise you. But we must isolate this realm from another not far away from your world. They have been advancing unpredictably and must not come across this planet. But there is time left here for you. About forty days."

Hope goes back to his family. He explains to them that it is a black hole of some kind that is going to separate them from the regular universe. I was told that it is what happens to evolved planets. That they are meant to join each other. And we must be kept from making contact with a world not so far away from here. I was told we had forty days before it will bring us all in."

"Like being swallowed by the mouth of God," Joseph says.

Hariot says that she's often heard about black holes as either hell or another dimension, even containing heaven. Like in the book of Enoch.

Hope asks "I wonder what would become of my palace?"

He then hears the voice of God. God says, " It will be brought there. Do not fear. Soon you will have friends of alien races far far away. You will live in the best place in the entire universe. You will be as kings and queens. I will help you through it. You have souls so don't fear what happens when you sleep because you will always awake. Some that awake do not awake in their old bed but in a new one. And it will be a life like no other in which you awake."

Hope says, "so be the will of God. A God I trust."

The people however are not so calm about it. They see that the sky is oddly bright with a very strange thing in the sky. At least they are immortal and don't so much fear death. But there is still a global panic. The TV expresses this. Has lost its charm of enhanced programs that immerse people pleasantly. And Hope is made aware of this. He goes to his Master of Expression building and calls forth all people to listen to him.

"Let no one be afraid. What you see in the sky is merely a thing that will pull us into a heavenly dimension. We have about 40 days from now before it will complete. In the meantime do not be worried. I have been instructed as to what exactly will happen. We will all be living great lives of great happiness joined with other lifeforms soon. Those others that have evolved before us will guide us into this ascension."

And Hope feels like he has said enough about it. His message has entered into every household and is information shared. But it brings up more questions and conspiracy theories. As for that there is little more he could say to ease people's minds. He goes back to make one more statement to them. "It is the will of God. He is simply sending us to a better place." And Hope is done with saying anything further.

There are glowing particles drawing into the black hole. And sometimes, souls. They gather and enter, often groups of families. The Earth becomes more and more vacant. But Hope and his family are saved for last. "We are often alone together" Hope says to the others at an outside fire. "But we can trust God to keep us together. There will be a

time when we will be living in a new place together with strange aliens inside. I never knew that Heaven could be so very interesting. Only God knows what we will see, what such a place would be like before we see it and live there."

Hariot says: "Just as encouraging as ever, Hope. I never told you this and I think we all agree when I say 'it is good to have you in our lives. You are our greatest blessing from God. Not the world. Not all the things in it. Just you and our family.'"

"Family is *my* greatest blessing aunt Hariot. The most valuable thing to me. I would be miserable without all of you. I would be lost. And I think Hod knows that. God finds you. God also has those that will have you found. And I appreciate all of you more than anything."

Trumpets are heard from above as people are preparing to leave, not knowing who will be next.

"Let us go into our home and celebrate the Passover, then." Hope says. "One and all lets go. It will comfort and prepare us. They go into the magic building. Hariot pours a bottle of wine for everyone. Hope says, "I never knew Heaven could taste like hell. Joseph takes out bread giving to each person a piece. And Hope says "are we ready?" There's a moment of silence. Hope continues by saying: "This is the blood of Christ. Drink from it in honor of the will of God. Now take from this bread as the body of Christ and ask God to reside with us and the things that are about to come. Please be with us Lord and keep us with our true soul instead of as one lost."

The sky becomes a thing of colors and strange winds. The earth has seemed to become more quiet, more empty, more gone. There is the singing of people peacefully waiting their turn. People knelt praying too. Then finally all that is left is Hope, his family and palace.

"Today is the fortieth day," Hope says.

Then the black hole engulfs even them.

"Where am I. Where am I?" Hope says over and over again. He is wrapped in the wings of an angel. "You are coming onto a new life," he faintly hears. "Rest. Rest Hope. You will awaken soon." Hope says, "where is it. Oh, there. I remember that. I will go there." And he goes back to sleep for a long while.

Joseph is then seen. He is kneeling by the cross looking up, kneeling, praying. He turns around and people are mocking him.

Heather is just laughing in a dream but then suddenly looks around and says, "what was that? Then she's running down a hallway asking "where is everyone?" She opens a door and is peaceful again.

Hariot is just chanting continually. The lights go out and she says "hey! Oh there you are Larry." Then falls asleep.

Seth is kind of talking nonsense to himself.

And Lilith is just at a tree with Satan peacefully eating. There's a brighter and brighter sun in the sky. Then dark clouds that cover it.

Hope then dreams he is in a ship at sea looking for his family. A storm emerges and Hope is yelling outside the boat for his family. Joseph dreams that he is climbing a mountain to get back home. He looks at a river leading into the ocean. Heather is sitting down to a movie asking where everyone is. She's watching a movie about a lost ship at sea. Hariot is casting water magic to bring her family to her. Seth is running into an ocean. And Lilith is in the ship with Hope trying to talk to him, shouting, but he doesn't hear. He just looks at the ocean calling for everyone.

They have all then washed up to a shore. They watch the sun come up. One builds a fire then all of them are peacefully sitting together. There's a lot of silence then Hope begins to speak. "Just like it was yesterday." He says.

Then they are all in a very large crowd, separated, looking for one another. But the crowd is very loud and packed. Hope begins to open his eyes. He wakes up. He slowly gets out of bed. The covers are red satin. He is surprised to see a pitcher of iced tea on a desk of the room. He is very thirsty. He drinks a big gulp finishing a full cup of it. There is some strange fruits. He takes and eats them. He looks down at his hands. They seem different. There is a mirror. Looking into it is like looking into your soul. He seems himself the same but just a little better looking. He sees a paper with a pill on top. It says, "take this. You will need it." So he does. He looks in a closet in the room. He takes the best looking clothes inside and changes into them. His door is locked from the outside. He knocks on it. A person opens it up and says, "wow Hope, you always have impressed us. You are the first to awaken. We have been prepared for it. We welcome you to the Nether Realm. You will be rejoined with your family soon. In the meantime come with me."

Which Hope does. He is lead to a large room with a circle of couches. There is a special screen in the center of the room that displays TV at every angle. Like a hologram you could say. Those that pre inhabited the realm are about. There is a stand that contains Hope's *Christian Satanic Bible*. He can see that it is the manuscript of it. Hope is told that his family will join him soon and to wait in this room. From there they can compose themselves and will be sent to their palace. "You have a fine place, Hope. You must be truly blessed to have it. Let me spend some time to inform you about this place. This is a hiding place from pre-evolved worlds. You had entered into it through the passing into a separate dimension. You awakened here. You were dreaming for a very long

time. Your family too. You've dreamed about each other. You've probably forgotten. This realm is inhabited by different alien races. Again, this is a hiding spot in the universe. It also transcends time. You can consider the physics of God as something automated. But here *God* is the physics. That means less rules as far as how things work goes. There are still rules, things impossible, better rules you could say. Such as nature not being able to destroy itself. Nor person another person. Your place of Earth had much stricter rules. Here God has given us more freedom. If you learn to fly you can know that you aren't really learning how to. You are just in contact with God the right way to let it be. That is, it is your faith that allows it. And we are *more* in His image. And the more that we are the more power we have over everything. The more god like we are. So more than ever in your existence the Will of God is much your own. You are more God-like now than you were as a human on Earth. That is all you really need to know."

Another alien comes in saying "look at who we have!" And it is Lilith. Hope is enormously happy. She goes to his side and they embrace. He kisses her on the top of her head. "More beautiful than ever!" And she has a better form just as he does. He says to her sit down with him. And explains to her everything he was told. The alien says, "I couldn't have said it better myself. I am going to leave you two alone for awhile. And don't worry. We won't arrest you for "indecentcy." I'll stand outside the door and guard it for you." He says, laughing.

The aliens have an androgynous look. Like someone in between Male and female. So I could just as well say "she."

There are magic crystals that light the rooms. There is shimmering water to dip your hands in to drink. The floors radiate heat. His clothes are quite nice. They are well fitted and occasionally change color and style a bit. He had self cleaning clothes before but not clothes that changed appearance. The seats were quite nice too. Being partially solid energy knowing where the arms are rested. Detecting when a bit of movement is needed and changing position accordingly. Because Hope stretched his arms and the seat reclined a bit. If you close your eyes awhile then the lights will dim. The place smelled good, too. Like a rose. So Hope and Lilith sat awhile after they were done with their romancing and after awhile more Seth, Heather, Joseph, Hariot, and Larry were all brought into the room.

"All together again!" Hope said. "And the worst is behind us."

"We all look so different!" Seth says. Hope says, "we are in our heavenly form. It is like we got our beauty sleep. As so much sleeping changed our souls, and so our body too. "

"Such strange dreams I had," Joseph says. "I was sometimes looking for all of you, sometimes talking to God. For awhile with God. In an angels wings being nourished, but most of the time just resting."

Hope says, "I don't remember any of it that well. But I do remember looking for you guys too." Lilith remembers everything, more than any one else. She says, "I remember calling for you Hope. You wouldn't listen though," she laughs. "And just having a good time for awhile. At first I hated it there. Because I knew it was just a dream. But then I started focusing on making it a good dream. Then suddenly I was in a crowd and could really sense that we were all about to wake up."

"Well now we are here, together again. And it feels so damn good to wake up. Like my life has just started over."

"Looks like a lovely place we are in. It is hard to believe that we are in a black hole. Or that anything could exist in one." Heather says.

Hope says, "With God all things are possible. Nature is always proving scientists wrong. I mean they say *life cannot exist here or there*, then they find something not only living there but thriving!"

"Not a bad point, Hope." Heather says.

A familiar face comes in. The angel from before. "Are all of you ready to return to your palace?"

"Yes very much so." So they all get up and walk with him there. On the way Heather says, "I look forward to just laying down on the comfort inducing couch watching the special TV." Joseph says, "I hope there's still a pond there." Hope says, "Well maybe if we are lucky than it's better than ever before. Honestly I wouldn't doubt that. I guess we are about to find out, look," he says, pointing. It is like they are going over hills. But they are more like waves of energy being crossed." The alien says, "there are gifts for you inside, right after the door. And I welcome all of you back to your home. Hope and family I know you will do well here in God's kingdom. May great joy fall upon you and don't be strangers, okay? Everything you say is important to us."

Heather stops him and asks, "and what about my baby? Am I still going to have my baby?" The alien smiles and says, "yes, and you can safely have the baby here. You will not at all need a doctor," he says, as though he didn't know how to pronounce the word *doctor*. But Heather feels greatly assured. "You are certainly in the hierarchy. So with that I'll depart, Lord Hope. Prince Seth, good day." He says, turns around, walks for a brief moment, then disappears.

Joseph says, "it is just as we left it. There are our gifts. Our names on them." He picks up Hope's and hands it to him. Then the others he goes through handing each of them their gifts. They take them to the table and open them.

Joseph smiles brightly. "I got a new fishing pole! Look at this thing. It has a gold spool. It is so shiny, so lightweight but sturdy. A perfect pole. I'll bet I still have a fishing spot too." He also has a box of lures he goes through. "And some lure, the best I've ever seen."

Hope gets a video game console. It says on it *All Game*. And a few controllers that vary a lot. He says, "I have this gaming system." He opens up a book that came with it. It reads *a game of all games. A system of all systems. Have fun Lord Hope and Queen Lilith!*

Hariot carefully opens up a book. It is a book of spells. She looks through it and says a line from it. *Learlul Brine Brine Mine Here Devine Red Wine*. And right before her appears a glass of red wine. She tries another. She finds *Pretzels*. And says: *Pretzalt Gratif Har-'ol Bleeset*. And a bowl of pretzles appears before her.

Heather opens her gift. There is a gold disk inside, a small one inside a compact case. It says on it "A disk of all shows and movies also containing all of the content of post Earth internet."

Seth gets a note telling him a room has been made for him. Gets a magic wand that clips on to his clothing. The note says that no matter where he is the wand will return him to his throne room. That all he has to do is hold it in his hands for 45 seconds. Which he does, and finds himself in that room.

"Where did Seth go?" Hope asks.

He is in his throne room looking around. There really is a throne in it. And a good crown with two horn looking spikes on it.

And a desk full of pens and paper. Two stain glass windows too. One of devils, the other, angels. A nice cot inside as well. Which Seth has always preferred. There is a simplicity to it that he likes. There is a note on his desk that says "we look forward to your next book!"

Lilith received a note with a wand of her own and the same 45 second rule. That if she grasps the wand for that amount of time she will be seated on a unicorn outside, on which she can ride to just about any place she wants to go.

And certainly Larry got the best gift of all. He got a message from his family. They are in fact living nearby. His heart melts. He even cries. He holds his mouth. Hariot asks, "what is it Larry? What's the matter?" He hands the note to Hariot and immediately

leaves. Hariot reads it and smiles in an overwhelming way. Larry is looking all around. Then he sees an angel. The angel says, "come with me," stretching out his arm, placing it on Larry's back. And guides him into the home nearby in which his lost family is waiting for him.

He enters inside. His mother stretches her hands out and says, "welcome home, my son. We have missed you so much." Larry says he is so happy to see them again. "We will never be separated again, Larry." His mother tells him. His father brings out a photo album. They flip through the pages. "Remember this?" His father tells him. "Our time at the cabin? Or here's one: your fifth birthday. And this one. I remember this one well. Easter, when you were baptized." Larry's grandma comes out. "Grandma!" Larry says. "Hello Larry. It is so good to see you again. It is so good we are all together again. The food is ready. Let's all sit at the table to eat." (Larry's mother's name is Alice. His father's name is Franklyn.)

So they all gather to do so and pray over their food. "Thank you dear Lord for our meal today. Keep us together in your Kingdom, always."

Back at Hope's palace Heather is watching a movie. Hariot is using her spell book. Seth is writing. Hope is with Lilith in their room. Hope tells Lilith "maybe we can just settle down for now. No more adventures. Just living peacefully. Meeting new people maybe. But nothing too pressing. I guess sooner or later a life like this can become dross. But for now, I'd like to just sit around doing nothing." Lilith tells him to make it into a prayer. Hope says, "I have been. But unfortunately you cannot change the makeup of reality with a prayer, as though fitting a square peg into a round hole. What I plan on doing is to gather a small circle of people. To have as friends, but more for guidance. To make a name for myself in this new realm just as it is in my nature to do. I want to learn about this new realm and explore it. I eagerly do. But for now I may just sit around writing. Something I haven't had much of a chance to do lately. A good book. One full of metaphysical mystery. What do you think Lilith? Any ideas for me?"

Lilith tells him, "write about your past. Make a meaningful biography. Not just about your life but what your life has taught you."

Hope tells her, "an excellent idea, thanks." He takes out a notebook and writes down a few things. "You still can't beat a pen and paper. My Expression building has a scanner that digitizes it all. Even fixes the spelling and grammar issues. What a useful machine!"

"We have so much of everything we need, don't we?" Lilith says. "As for me I am going to ride around a bit on my gift from God, the unicorn." She grasps her magic wand and is sent right before it. She asks it what she should name it. The unicorn says, "what

would you name me Lilith? Lilith says, "Your name will be.. Rider." "Lilith," the unicorn says, "where do you want me to take you?"

"You can take me anywhere?" Lilith asks. The unicorn tells her "yes." So she says, "then take me back to Earth." She climbs onto the unicorn. It takes her through a great field of fire. Through a dying planet that is almost completely gone. Lilith laughs. She finds its destruction humorous. "It is all dead and gone! It is no more! Glory to God!" she says. And three horsemen fly beside her. She lands in a black void. She enters through the darkness into a cave. She hopped off of the horse. She asks her unicorn if she could be returned to this cave later." Rider tells her, "yes, whenever you want to come back, I can come back here." Lilith tells Rider to take her home for now. Which the unicorn does descending from a thick dark cloud back to where they were before. Lilith says to herself, "I've just found a home away from home." And thanks Rider with a pat on its head.

Larry returns to the palace and finds Hariot. Hariot asks how his visit with his family went. He says very nice and asks if she'd like to see them. "of course," she says, bringing her magic book with her. So they quickly arrive. They enter inside and Larry tells them, "this is my wife Hariot," he says. His father gets up and shakes her hand. "It is so good to meet you Hariot." He says. "You are a part of our family and are very welcome here at any time. What is that book you are reading?" She's asked. "It is a spell book," she says. "I brought it here because I found a spell in it perfect for this occasion. " Then she is asked, "and what would that be?"

She says, "I'll show you." And says the words *Banqua Mormus Menim Nimina* and suddenly before them is a large banquet of food. They are now in a park like area. There are aliens there too but far enough away. The trees don't look much like earth trees. There are two suns in the sky, one larger than the other. One red sun, one blue. "Just as the spell indicated," Hariot says. "It's a reunion in a special place. The spell in fact was called *A Family Reunion in a Special Place.*"

And more people arrive. It's more of Larry's family, members that weren't at his families home. Like aunts, uncles, cousins. "Aunt Celia!" Larry says, "And uncle Rob!" They ask how they got there. Larry explains that it was through magic. Hariot says she hopes they weren't interrupted or anything. Grace says, "not me. I was far away in heaven somewhere, you could say, dreaming." Rob says it is all perfectly fine. "it is just good to see you all. Larry, whom I haven't seen in ages. And hello Alice, Franklyn. I haven't seen any of you in such a long time! I was thinking we were separated forever. Here we all together again, of course I wasn't doing anything more important!"

"Nor me either. I have just the same thing to say. In fact I was just sleeping somewhere. I'm awake now, though. I had had some kind of strange dream in a deep sleep. I can't

really explain it. Maybe you know more about that? Have I died or something and gone to heaven?" Larry says, "in fact that's it. We are inside a black hole. In a new realm. One different than Earth to say the least. The laws of physics don't apply here. So things just like this can happen." So they feast awhile and talk about having them all live together under the same roof. "Because we don't have a home. We really don't even know how we got here." So they are all agreed. "Of course all of you can move in with us. Our home is a very large one. Practically a small town." Hariot is asked to send them back. "You can send us back right?" Hariot says, "no problem, I just have to reverse what I said." And does so. They are all then together in their home. Franklyn shoes them to the rooms they can have. "It is a long hallway. There's got to be a dozen rooms here." He says. "You'll find everything you could need inside."

Hope is playing his video game stuff. To his surprise the games manifest things in real life. Like to get a special coin brings a real one right beside him. He's really impressed with the coin. And magical rings, too, more than that. It gives the game more meaning and will serve well to reduce his daily boredom. He finds a necklace gotten in the game comes out of the game before him. He tells Lilith "these games are incredible. Watch." And when he got a red sapphire ring in the game one suddenly wraps around his finger. "Look Lilith, I got a ring." Lilith says "It's so beautiful! Can I have one?" Hope says he will find the best one he can for her and when he does he'll give it to her. He gets a new suit after awhile. He says, "I wonder why I don't have a new suit on?" Lilith says, "maybe it is in the closet?"

Hope drops the game pad and goes to the closet. There one right is. He fits into it. "Wow! That's very attractive!" Lilith says. She picks up the controller. She plays it a moment and asks how she can change the game. "What kind of game would you like?" Hope asks. "A game with neat things to get," Lilith says. And Hope says he has the perfect game in mind. It is some kind of candy land game. Some sort of mix between Halloween and that. "I've never seen or heard about this game before," Hope says. "By the looks of it it is an alien made game. I'm sure you'll find a lot of tasty things in it. Neat toy stuff too."

Hope has an idea. He knows that his Expression Building can print things onto cloth. He in fact has limitless silk that can be produced. He wants his son to work on a flag, to give him something to do. So he goes to his son to ask if he would work on one. "Seth," he says. "I'd like you to create a flag for our kingdom. The Expression Building can print them out onto silk. Back before you were born this wasn't even possible. We can post the flags outside of our palace and your Temple. The Temple is nearby, still. It followed us. So please design a flag and come get me when you are finished."

Seth doodles some. He really likes pentagrams but they are nothing new. He likes too the twisting cross art styles of Christian Satanism. He draws a little. His pentagram

came out a bit lop sided. And he has a thought. Why not make the pentagram slanted, as though it is coming down onto the earth as a star? Twisting from an upright pentagram to an inverted one. "Brilliant!" He thinks. And after adding red, white, and blue to it he goes to his father and presents it.

"Look dad! Here is my design. It is a pentagram falling down to earth in the form of an upside down pentagram, like lightning falling to earth."

"Well done!" Hope says. And sincerely so. I will have about 500 created.. because why not? The people at your Temple may be given them. They can put them in their yard and homes. A flag is important, Seth. Every kingdom has them – They represent us. So good job done. As for your Temple it appears to be vacant. We will gather people together there again someday, if you want. I will start making some flags." Hope automates their making. He places them in a box. Goes outside, placing them on the outside of their home.

Joseph sees Hope outside. He says, "I've never seen a flag like that before."

"That's because my son made it."

"A flag for the kingdom," Joseph says, "In a Kingdom of riches without having to rule over or control any one. Hope?" He asks. "Why don't we all get together and explore this world.. this realm? I'm just sure we are missing out on something. You look very nicely dressed, by the way. And people treat us like gods. I could use a little flattery."

Hope tells him "I was just thinking the same thing. Let's go ask the others. They enter into the TV room. Heather is there asleep. "Let's not wake her. We'll go ask others and leave a note for her." Hope takes out a small notebook and pen jotting that down.

"Okay, Hariot and Larry are at Larry's home right now. That just leaves Lilith and Seth." Whom they find. "Seth, me and your granddad are wanting to go into town, or whatever you call it. To explore around and meet people. Would you like to come?"

"Yes," he says. Hope tells him that they just need to get Lilith then they'll go.

And Lilith is easily found. She is before a small mountain of candy in Hope's and her room. "Lilith," Hope asks, "would you like to join us? We are going to explore around a bit. Lilith says "yes," and with that the three of them depart.

While walking Seth says, "I wonder what we will find here?"

"No telling," Hope says. "Hopefully a marvelous thing. A group of aliens roaming about. I'll call that a good reason to leave the house!"

They cross a light stream of water. "This is where I fish at," Joseph says. I never walked much further but I could see something like a wooden castle further away. Was just

afraid to go there on my own. But let's see what it is." They cross a field of flowers and weeds. The wooden castle wall gets bigger, roughly surrounding everything. Just not so much to block people out. Maybe just for looks. And there is a being at the gate leading into it. Looks like an elephant person with a pot belly. Hope recognizes it as Mammon. He tells him, "So good to see you Mammon! You are no more guarding the gates of hell. Unless this is hell?" Mammon tells him "No, Lord Satan. Hell is no more, thank the heavens. So have you come to visit or attend?" he asks. They ask him about the place. "Just a feast with music. Nothing much more than that. Sleep when you want. There are plenty of tents. One for each of you if you are attending. Leave whenever you want. Shall I let you in?" He asks. They say yes and move on through.

There is a time for eating, a time for listening to music. And a time by the fire.

It starts to get dark. Joseph and Hope are talking about going home. Seth asks if he can go back in the morning. So they leave him there and quickly enough return home. As for Seth he finds himself by a fire and music is playing, one on a lute, another on drums. And a belly dancer begins to dance before them with tambourines. Seth looks at her intently. He is about to lose his virginity. They go into a tent that night. In the morning the gal (whose name is Abigail) asks if he will see her again. He tells her he will come back soon.

He gets home and tells his father he met someone last night. A girl named Abigail. And that she wants to see him again. His father says, "that's wonderful. You are really growing up. Go and see her when you want. If things get serious, like marriage, then she may live with all of us here, unless you want to move back into your Temple, or some place else."

"Thanks so much," Seth says.

And Seth returns to her not long after. First he is in his room. He is just in there wanting to go see her again and then decides to. He looks through his things. Couldn't really find anything in there to give her. So he goes into the Taste Building and finds a very nice box of chocolates, to his surprise. He grabs it and leaves.

He walks awhile, soon sees the wooden castle wall. And approaches Mammon. Mammon says, "welcome Prince Seth! You are welcome here, always. Abigail told me to get her if you arrive." He pulls out a CB radio and summons her. "Okay Seth she will arrive here shortly."

Which she does.

"Seth!" She says. "Good to see you! Would you like me to show you my home?" She asks. And they leave together toward her home.

"Look at this crossroads sign" she says after awhile. "Never go left! Go right! That's important to remember. It is dangerous over there." She says, pointing left. "Consider yourself warned." She says. Then she says, "Just kidding, Seth!" They take to the right and a black home is becomes visible over a small hill. Like a witch's home. Not large enough to be called a haunted house. In fact the home is rather small.

"Come inside Seth." She says. Which they do. "Here is my home. How do you like it? Take a seat. I will return with a drink for you. Hot or cold?" She asks. Seth says "cold."

"Okay I'll come back with a cold drink." And she leaves the room a moment.

Seth can see she likes miniature dragon figures. She has them every where. There is a broom. 'A witches broom?' he asks himself. There is a pentacle on the wall. An altar below it. One white candle, another black, which are lit. The chairs are wooden. There's a fire place inside. The carpet is black, lush, and thick. The curtains are thick and back. There's a smaller window which looks like it would be hard to see out of. There is a mirror with a question mark cross above it. He goes to it and looks at it. He sees not himself in it but a Devil looking figure. Same face, shown differently. His nose is more pointed. He looks almost like a goblin.

Abigail returns. "Seth!" she says. "Don't look into that. It'll just creep you out!" So he returns to his seat.

"Here," she says. "Very cold lemonade. Your species like lemonade right?" Seth says, "Yeah. And this box of chocolates is for you."

"Chocolates?" She asks. "Let me try one." She takes a bite and doesn't like it. "Must be a tasty thing for you. But not for me. Sorry. Thanks anyway."

Seth says, "You look human. You aren't?" She says, "used to be. Ages ago. For awhile. I spent a hundred years as a human. Now? Well you can't really say I'm anything. I just am. I am what I wish to be. So things are different with me. How do you like my form?"

Seth says, "you are beautiful." She says, "I could be *more* beautiful. What color of hair do you like best?" She asks. "And don't be afraid to tell me. It isnt a problem. I can change my appearance willingly." Seth says, "blond hair." Then just like that it is blond.

"And over flowing or short?" Abigail asks.

Seth says, "over flowing." Then her hair is much longer.

"And my eyes. What color do you want them to be?" Seth says "gray." And so they are. She comes much closer to Seth after that. Looks him right in the eyes. "I am the destroyer of a world whom God has forgiven. For it was an evil place. Would you like some music?" She asks him.

She takes her tambourine from her altar and begins to dance. Seth sees fire around her and demons dancing. A drumming hand appears above her dropping down lightning bolts. Little demons are dancing around her, then red devils with horns and a spiked tail begin to as well. Seth then sees a vision. He sees a trapezoid with a person being sacrificed on top of it. An "all seeing eye" appears above it. Like zonked into existence. A mad eye. One of lost sanity. There is a war going on below. Abigail makes it to the top. She pierces the person on it with a dagger. She drinks his blood on a chalice. She spits the blood at the eye. She pierces that eye. She is granted a wish. She wishes for the entire destruction of this evil world (called *Ler*) and so it happens.

Seth is then back in the room. He sees devils laying down asleep that soon disappear. "I am the destroyer of my world *Ler*." She says, "and good riddance."

"Tell me about your family, Seth." Seth tells her about his father, Hope, once known as Satan. "Your kidding! Your father is King Lucifer?"

"Yes," Seth says. "And I am Prince Seth. My family and I are very close. I will be having a nephew or niece soon. We live in a really nice palace. We were part of the planet earth until it's time was finished. We just recently entered into this realm. There's not a lot more to say."

"Well you are welcome here whenever you want. Hopefully I can meet them someday. "Yes. Well I need to be returning home," Hope says. "In fact you can come with me if you like. I think they'd like to see you."

So they leave together to go back home. They pass by Mammon. Abigail tells him she won't be in tonight. So to not expect her there until tomorrow. "Not a problem at all," Mammon says. "And enjoy your time together."

Seth arrives at home. His father is nearby whom he greets. "Hello, dad, this is my girlfriend Abigail. She comes from the world *Ler*. She doesn't live very far away."

"Hello, Abigail. I am so pleased to meet you. Won't you show her around Seth? I am busy at the moment." Hope says.

Seth goes from room to room or at least parts of them.

"You have a lot of stuff!" Abigail says. "And a lot of room."

Seth asks if she'd like to watch a movie. "My mother is usually in here watching a movie but it's empty right now. Let's sit down and watch one. These couches are very comfortable. They make you feel more comfortable. It's almost addicting." So they sit down and watch a film.

They fall asleep on the couch after awhile and have the same dream. They are dogs together running in a field. Seth slowly wakes up. He says, "that was such a nice rest." Abigail agrees. He finds his father and tells him he will be at his temple awhile. That he is not sure when he'll get back. His father says, "I understand. Have fun." And he asks her if she'd like to go to his temple with him. She says yes and they leave the palace and walk over there. It is just as nice as he left it. A tall building with his room on top, and he takes her there. He tells her he is thinking about staying there awhile and she asks if she can stay with him there awhile. Seth says, "certainly!" He takes her up to his room at the top and they over look at the world below. Seth says that he is going to bring a congregation there someday again. That he used to preach there. Abigail says, "you are such an interesting man, Seth." He says, "thank you. But it was just something I was born into. Tell me more about Ler," he asks.

She looks solemnly for a moment. "That was a long, long time ago. But I remember it well. It was an evil place. People were generally immortal there. Destruction of others was common, though. A place of magic. A different realm. God makes different realms. It is below Him and His wisdom not to. I had horrible sins to pay for. I felt like I was the only person there who knew who and what God was really. And He sent me from Heaven to the planet Ler, a time in heaven I know nearly nothing about, just barely enough to be sure I was in heaven first, then brought down. And He made me into a vessel destined to ritualistically destroy the planet Ler. There were little demons there instead of cats and dogs. Nothing was sacred. It was always a battle there. Then God gave me His hand which I used to destroy Ler. And was sent here. I was astonished at how peaceful it was being here. Though at first I would lash out at people as it was for so long in my nature to do. Then I learned.. it is a world of peace not wishing me any harm. And I became very peaceful after that. I found my best friends at the place you meet me. Like Mammon, a watcher over me. What you can call a guardian demon, a gift from God. And a true friend. So here I am today with you. Tell me about Earth," she asks.

Seth says, "it must be true that God makes realms very different from others. The Earth I lived in was much different than yours. I grew up in a better form of it though. I'd say before from what I heard in stories it was a mysterious place. One wrought with death and a desire to simply survive with little more than a hundred years of living. They were very perishable. There were good people there and bad people too. Naturally grayness was needed so to speak. And my father, the Devil, was sent to earth from heaven to establish it. Then from what I know there was a planet that soon would have realized our existence and all of the fun left. We were sent into this realm to stop it's discovery from happening."

Abigail looks at *The Christian Satanic Bible* laying on his desk. She asks about it.

"It is a book my father wrote. I have been working on a book myself. It is very well written. I admire it."

"And these cards?" She asks.

"Those are tarot cards." He says. "They tell your future. Would you like for me to draw three?" He asks. "Yes," she says.

"Okay then." He shuffles them and turns three over.

The first is *The Emperor*. The middle card is *The Sun*. The third is *The Empress*.

"It is very plain what this means," Seth tells her. I am the emperor, you are the empress, and we will live happy together.

She asks if he has any other magical item. "Just this old 8 ball toy. It answers any question." He asks it "Will Abigail marry me?" Shakes it and it says, "yes." Abigail taps Seth and says, "hey! That's cheating!" And they get closer together.

The scene skips to Hope and his mother. She asks where Seth is. "He is with his new girlfriend at his temple."

She asks, "where did he meet her?" Hope tells her that there is a place not far away that has a renaissance kind of thing going on. She was a belly dancer there. We left him there—me and dad, and I guess they just connected right away. Maybe with any luck they'll get married. Who knows? I wouldn't doubt it. Who would deny a prince?"

Heather laughs and says, "sure thing. Things have been going so well for us all. I am glad we always managed to stay together."

Hope goes into his room. Lilith is there. She has a crown on her head. Hope says, "Lilith." Then again more strongly. She removes the crown. Hope asks, "what's that?" Lilith tells him, "I don't know. It put me in the game."

Hope says, "really? It actually put you inside the game?" She tells him "yes. Try it out." Which he does. Suddenly he is sent to a video game realm. He is welcomed by an in game person. It is like a middle ages Earth. The person looks like an elf. He says, "welcome new player. If you cannot leave simply say "exit." If you wish to start say "continue." So Hope says, "continue."

Hope then is at a raging sea on an old wooden ship. He looks to his side. He has a sword. He looks at his side and finds also a pouch and dagger. He is in a pirate like outfit. The people inside shout "on orders of the King this sea monster must be destroyed!" The other characters attack it. Hope grabs his sword and slices a tentacle. It is like a giant squid. But its wounds heal. A person to Hope's right says, "You must attack its eye Lord!" And so Hope takes a leap. He's never been able to jump up so high

and fast. He misses though. So jumps again and pierces the eye of the giant squid. He hears a magician saying "recta-tromus!" And a ray bursts from his hands. Hope says the same: "recta-tromus!" And a beam comes out of his hands and hits the eye of the giant squid. Then the magician says, "recta-termus," and a greater beam of light hits the giant squid, but it didn't land on its eye. So Hope says the same. It does land. And Hope grabs a special dagger from his side, jumps toward the eye of the squid. Landing the dagger right in its eye. The surrounding area froze solid.. like an ice dagger. And the squid dies and falls into the ocean.

A character comes up to Hope and says, "the king is surely going to reward us greatly, as his ships can now pass through."

The ship arrives at the harbor. Hope veers off a little. He is told, where are you going captain? The king is this way." So he is guided to the throne room. They automatically kneel. And the King tells him and his party, "for destroying the sea monster that has been attacking my fleet of ships, I give to you 10,000 Gil. You may enter the treasure room to and take what you wish. When you hear a trumpet then return to the castle. We will now be able to invade Grettle and will be doing so tomorrow morning.. before they can raise another monster to block us." So they go inside. They find gems and things inside.

They leave the castle but before they do Hope tells the guards hello. "Hello captain Hope! Thanks to you Grendal may proceed with the attack on Grettle. Our power then will have increased. You may even be rewarded more so afterward!" And Hope asks him "What is Grettle?" He responds, "you don't know what Grettle is? It is a home of great magicians. They produced a sea monster to block our entry. Once inside we will capture them and send them to the king. The King needs them to summon a great dragon."

Hope then leaves the castle. He sees a merchant. Goes to him. The merchant shows him various items. Hope has four with him. He turns to them and asks them what they should buy. "Things to cure. Things to heal. Things to protect. Things to defend. A good mix of them according to what money we have." One character beside him gets a wand and some potions. A lady archer a bow and some arrows. The third gets a sword, a head protective piece, and a shield. "That just leaves you, Hope. What would you like?" Hope says, "the thieves glove," and is told "okay, but only use it against enemies," and laughs. "Anything else?" And he picks up some herbs and a potion vile plus a chest armor piece. "These," he says. He is told the price and he leaves.

His friends in the game are talking to him. "I wonder where are next money will come from? I guess we can go after monsters on the field. Or to just wait for the time we are

called to invade Grettle. Hope goes to an inn after that. "Welcome," the inn keeper says. "Four characters four beds. Four beds, 100 Gil." So they rest until morning.

In the morning trumpets are heard. As Hope remembered to he goes to the castle. Once inside he sees a group of men before the throne. The king tells them, "welcome. Our invasion of Grettle will be very soon. We must raise our forces and attack before another great monster can block them. The villagers are to be bound and sent here unharmed. The Great Dragon will soon be raised. I wish you all great luck. Go to the ships when you are ready. Make sure you are well equipped."

So Hope does. He and his party is on a ship. They float out at sea. They reach the shore and are met with a great beast. "If we can't block you by sea then we will on land." And so another fight is prompted. It is a black shimmering beast that pulls down lightning. One of Hope's party tells him to absorb the lightning with his sword. His party members defend him as he tries to. "Now!" One says, and Hope raises his sword. A powerful bolt is absorbed. Hope swings the weapon toward the beast. It sends lightning hurling toward it. Then a party member casts lightning onto Hope's sword. After two spells of lightning falls down on Hope's sword Hope attacks the beast with a lightning attack. And the beast is fallen.

His party members then lead him to the cathedral. There is a priest in the back. They bind his hands. They tell him to come with them or get hurt. There are magicians being gathered. Put into boats. Sent back to Grendal. Then presented before the king. "The great dragon will never be conjured!" The king is told. "And you don't know what will happen if you do!"

"I will have it in my power to destroy any kingdom opposing me and my rule. *That* is why you are defying me. Put them into the dungeon until they have changed their minds." He says, pointing to a guard at his side. "Starvation will soon change your minds." They are locked up for just a few days when some of them begin to think about helping the king. To have just a little food, they think. Things can't be that bad. And some of them even start to have doubt that raising the great dragon would be a bad thing altogether. So one is decided. "Let me talk to the King." He says. He is asked if he is going to do what the king wishes. He says, "yes." His comrades tell him "you can't! You don't know what will happen!" He says, "it can't be that bad. And I'm sorry. But maybe the king will let us free if we do. He doesn't have any reason to kill us. We will die if we are in here just one more day. And I have family. You have family in here too. And friends. We are just going to have to take our chances." The guard then unlocks the door and escorts him to the King.

The king is happy to see him. In a power-happy kind of way. "You have changed your mind, I assume. Otherwise my guard wouldn't have let you out."

"Yes, I have, my Lord.. Just let us live. I have family and friends locked up. Please pity our lives. We are harmless towards you. Let us live."

The king promises he will. He asks for food to be brought in. He says, "You can't perform the spell malnourished. So eat. We will gather what you need to perform the spell. Guard.. bring me a paper and pen.. tell us what we will need for this spell."

He tells him, "the blood of a dove, a fairy, the venom of a snake, and the branch of a weeping willow tree."

The things seem plane evil. But the king says he will send out his best men to get them. And so Hope and his party are sent in.

The king tells him that he has four things for them to collect. A dove's blood, a fairy, a snake's venom, and a branch from a weeping willow tree. He has a map for them to use. It shows them where to go. He tells them to go to Ragnar Cave for the snake venom. Any snake may do. But he wants it to be of a Great Ragnar Snake. The King gives him a special torch. And they depart.

Hope goes to the cave with his men. It is dark inside. The torch given them automatically lights up. There is a gnome at its entrance. He tells Hope "beware of what you plan on doing. Your king is making a grave mistake. The doors of darkness will be flung open. For you aren't only releasing a dragon. You are unleashing hell itself."

Hope's men tells him, "What do you know? Stupid gnome. Besides if we defy the king's orders he will execute us."

The gnome says, "I am not allowed to interfere with your plans. Or at least not able to stop you. But you have been warned. Freeing the dragon will unleash hell along with it. Pass through and be cursed. I am warning you." Then the gnome disappears.

Hope sees a large sigil on a doorway. "How are we to proceed?" A person in Hope's party asks. Hope isn't sure. He raises his hand to the sigil and it becomes smaller, going onto the palm of his hand. He looks at it. It turns into an eye looking at him. Hope faces his palm toward the doorway and it opens. A slow creaking sound of the door is heard.

The eye is an evil eye. It will open any door. Including the doors to heaven and hell. We know you well, Hope, and we know that after disaster strikes you will restore the world. Hope hears as a voice heard from above.

So they enter through. Going down winding corridors, facing foes along the way. In one fight Hope opens his hands and a beast that looks like his enemy encounter appears, only it is stronger and stronger looking. It is like an imitation summoning. It easily dispatches his foes. In another battle Hope grabs his sword. The sword shoots forth a colorful beam and his enemy is dispatched, quite easily. Hope knows he has a power.

Hope sees a treasure chest on a corner that he goes to. His party tries to unlock it. They can't. But when Hope touches it, it opens. In fact the coins inside looked cheap, but when Hope grabs them with his hands it turns to gold. He finds inside a ring with an eye on it and a necklace with an eye on it. He puts on the ring and hears *we will bring honor to The One, and protect him. He will be our King.* Hope puts on the necklace and hears *His people will see him. They will know him as king.*

The torch then goes out. Hope is asked "what happened? The torch wasn't supposed to go out like that."

Then Hope's necklace sheds light, more than the torch did. It is no longer half dark. It is now fully illuminated.

Hope and party open the door before them. "Wrong door, " one says, looking at the map. Map says to enter through the right hand side. "Yes but let's take a look inside, shall we?" Hope says. "Certainly captain." He's told. Entering in they hear a sad sound. Like a sad song. Entering they see a fairy. She asks, "who are you?" Hope says, "never mind. Who are you?" She says, "I am Fair, the fairy. My own people locked me in here. I am a fairy. I would like to be let out. Can I come with you?" One of Hope's party members tell her, "we are in need of a fairies help. You can come with us if you agree to help us." She says, "you can trust me. I'll help you." And they leave together going through the other door.

Not far from it is Ragnar the Serpent. The serpent warns them to leave. They tell him they need its venom on orders from the King. "It is not *my* king." The serpent says. "And it is not his venom either. But I'll put my venom into you if you'll get it at all."

So the battle begins. A party member casts sleep on an arrow through magic. But it isn't until Hope enchants the bow several times that it has any effect. In the meantime they are defending while Hope takes the arrow in hand enchanting it. When they are sure that it is powerful enough to immobilize the serpent, the arrow is sent flying towards it. Lands on it, and tranquilizes it. "This won't hurt you at all," one says. And he takes the venom into a vial, closes it, and they quickly leave.

Along the way the fairy asks what they are doing. They tell her that they are merely searching for a few things based on the orders given them. They ask why her people locked her away. But she doesn't have an answer for them. "I guess that they are just that way. They aren't good people. They were picking on me. I was a person that they bullied. When I acted against it they took me, threw me in there, and left me there to die. Fortunately I don't need food or water like you do. But the boredom itself could have killed me."

"Well you are in safe hands now. Maybe you can help us along the way." They leave through the entrance and say, "the map says that doves are found where the clouds will lead us, from there in an area of hills. And once on top of a hill to wait. It can take awhile, but they will appear." So they go in the direction that a thick set of clouds are going. They go through planes. The fairy tells Hope "you have a magic eye."

"A what?" Hope asks. "oh of course. I have three in fact."

The fairy says, "yes. And it can help you. Simply put your palm forward and sense a dove. It will tell you where they are." So hope goes up one hill. He raises his palm toward the sky. He doesn't sense anything. So he climbs a larger hill close by and does the same. He tells the others, "I can sense one coming in this direction. Let me see a bow and arrow. He takes it from the lady archer in his team. He grasps the bow and arrow. The fairy says, "yes, and when you feel the time is right, then release." Hope says, "I'll try." Then a moment later he releases the arrow. But he misses. The fairy tells him "*wait* until you are certain. Then try again." This time he is certain. He releases the arrow. It goes quite far. Further than it would have if Hope didn't have a magical hand. The fairy says, "I think you got it!" So they follow after the arrow. And not too far off there is a dove, fallen, the arrow pierced one of its wings. A party member tells him "well done!" Takes a small dagger, collects the blood of a dove as the king ordered.

All that is left is a branch from a weeping willow tree. The map tells them to enter into a forest to the south. They find their way there and Hope finds the best branch he can. He sees that the eye on his hand guided him into branches of more or less power. He took one of the middle power branches for the king, though. And he went over a few others to find the most powerful one he could for himself. One the size of a wand, as he intended to.

"Our collection is complete" one of his party members tells him. And they return to the kingdom in no time.

They enter into the castle and a guard escorts them to the king. The king asks them "have you found everything?" They say "yes" and lay the objects at his feet. "She is a fairy," they tell the king.

He brings in the magician that earlier offered his help to cast the necessary spell.

"Now you will perform the spell for me without complaint and your people will be let go."

The magician complies. He takes a bowl and mixes the blood of the dove with the venom of the snake using the weeping willow branch. The fairy is told to spit in it. And the bowl is thrown into a fire. Flames come up and begin to dance around inside the bowl. A great dragon forms from it. Not one very large, but powerful nonetheless. The

magician says some magical words: *Drakun Entra Drakun Entra Drakun Damel Entra Entra*. And the dragon leaves the flames.

The flames only increase and begin to engulf the whole Kingdom. The King flees but the dragon dives down on top of him and devours him. Fire everywhere and the fairy grabs onto Hope. She flies away quickly with him.. is able to make herself large enough to do so. Just not able to carry anyone else, unfortunately. They quickly leave the Kingdom. "Your eye will lead us to a safe place! " The fairy says and says, "don't worry!"

A grotesque scene follows of the world becoming warped and corrupted. Of demons and monsters emerging.

Years later Hope is in a cave with the fairy Fair. Hope tells her he needs to go out and get a meal. She tells him to be careful. He says, "it's alright. My Three Eyes will protect me." He leaves and not long after he grabs an animal like with a ghost hand that comes out of his real hand. He quickly returns. He is by a fire eating. Him and Fair start to talk.

"We have been here for years now. We know that monsters are always flying above. And below are certainly strong monsters blocking us from fully leaving the area. But we have got to find people. See if any civilization has survived. Go out and find some people. Try to rebuild. Try to make things better again." Fair says.

Hope tells her, "Is that in any way possible?"

Fair says, "Your eye can open a portal. It may lead us to a more dangerous place. Or it may lead us to a good place. It may lead us to people. Or it may lead us to the worst monsters in all of hell. But with practice we can bounce from place to place, quickly if we must. So take the eye of the necklace in your hand. Take my hand, and we will try. Focus on a safe place. A comforting place. One peaceful."

Hope does just that.

Hope begins to hear music from a lute. He slowly opens his eyes and begins to see a musician beside a fire and others among them. The luteist bolts up. He raises a dagger toward Hope and Fair. He says, "are you an evil beast?" To which Hope says, "no. Just survivors from another place and long isolated. My magic brought us here."

"Come with me then," They are told.

"Who is this you brought to me?" A priest says.

"They appeared suddenly. I need you to look into them. Are they good or evil?"

The priest meditates for a moment.

"Good, for sure." The priest says. "We should introduce ourselves," he says.

"I am the priest here. This is Jonist. You are in a safe place. The only known in all of the world. Great magic circles us. Protects us here. Tell us about yourselves."

"We have been alone for a long time now. We decided to take our chances. To be brought to a safe place through magic. Magic that brought us here." Fair says.

"You appear to be a warrior-magician it seems." Hope is told. "For you have a sword and you have a magical necklace. You are just what we need to come out of the darkness. And a prophet here told of the coming of a man with three eyes. Have you two others?" Hope is asked.

He raises his palm, shows him his ring too.

"Perhaps a day will come when we restore the world back to its former state," the priest says. "But for now you may go, making friends with our people, eat and drink to your hearts content and enjoy the festivities."

So Hope and Fair do just that.

He takes a rest. In his dreams he hears the knocking of a door and he gets the sense that demons are trying to claw in. To break in. To overtake all of them. But the demon is sent hurled backward and Hope awakes.

Hope and Fair are called for. The Lutist's daughter has gone missing. She left the encampment. The Lutist takes Hope and Fair to the priest. The priest asks why he needs to be seen. Jonist tells him that his daughter had been insisting on leaving and overnight she finally did. That they need to take a chance and safely return her. The priest says, "if Hope and Fair don't mind helping then great, go out and find her then."

Jonist says, "she is probably out in the flower field. She loves flowers so much."

So they leave through the gates. The gates themselves are covered in sigils. They have a series of wands over them. They have magical banner strips like rectangular flags.

They go through a field. A path of flowers is there. Jonist's daughter is quickly found. "You scared the *hell* out of me Marcy!" He tells his daughter. His daughter says, "but dad! I feel safe here! I don't see any monsters!" Fair looks down at the roses, kneeling. "There's a reason for that," She says. "These are love growth flowers. They repel evil. It has probably played a great role in keeping your encampment safe." Jonist says, "these flowers? They ward off evil? You don't know what great news that is!" He says. Fair says, "yes. But unfortunately there is only a small amount of them."

Jonist says, "let's take a couple and bring them to the alchemist. More than anything he is a herbalist."

So they return. They first go to the priest and explain things. The priest says "this is truly excellent news. Take the flowers to the alchemist then. Maybe we can start growing these and extracting their power."

So Hope, Jonist, and Fair do so.

"I cant believe it." The alchemist says. "After all of these years the answer was right under my nose. A flower that deters evil things. And potent, you say?" Fair assures him that the flowers can help them as long as they are alive, longer that that, but not much longer. Perhaps two days after they die. But to make them live awhile in pouch can do them a lot of good. And to plant them further and further out will let the village expand."

"They will be treated as a precious resource." The alchemist says. "We will take their seeds and plant them far and wide. As for them dying and no longer have power maybe I can fix that after I understand them better. A special water perhaps, a thing added to them. Having a special branch soak in them. Who knows."

That dawned on Hope. He had that weeping willow branch from long before. He takes it out and hands it to the alchemist. "What's this?" He asks.

"That is from a tree rich in magical powers. Particularly this branch. The strongest I could find."

Hope is told, "We will soak it in the water of these flowers. Who knows what would happen. Maybe the magic inside will keep the power of the flower alive within it."

Hope has an idea. He tells the alchemist that his ring may help too. He says that the wand should have permanent power "right?" So he takes off his ring and puts it through the branch onto the middle. It is a perfect fit too. The alchemist says, "you guys, I think we are on to something! But before we start could I trouble you to collect just a few more roses? Here, take this vase."

So they go to the flower bed and collect a few more, returning them to the alchemist. Who happily greets them. Is glad of their safe return and promises that he will work on these things day and night.

"We can make paths to safely cross certain areas," the priest tells Hope and Fair. "Our scouts know the surrounding areas well enough. To the north is the great mountains. To the west is the lost kingdom by the sea. To the south is the forest of Ashtar, and to the east are the lost caverns. We will explore each area one at a time. That is, if you are willing to help us. If you are willing to help us you can decide which areas you will explore first.

Hope tells them he would like to go to the lost Kingdom first. The priest says, "give us a few days then and we will prepare your path."

And a few days pass and the path presents itself leading about a mile down unto the lost Kingdom. Fair and Hope enter inside. There are skeletal remains inside. Inside were areas for feasts, empty beds, armor pieces, weapons, and a strange room that had a chest with a flute inside which Hope pockets. At a desk nearby was a diary. "I have managed to solely survive. Every one else is gone. My magic flute warded off evil spirits. Well enough that they couldn't enter through my door. I hope that my brother Jonist is still alive somewhere."

Hope then goes to the throne room. Upon the throne is a king with a sword in hand, no longer alive. Hope takes the sword from his hand. As he does, the power of his hand brings the sword great power. He is impressed by the sword, and puts it at his side.

He goes to a book shelf and sees one book he can use. One thin. The screen says, "Hope has learned 4 spells. He has Fair pick up a book. The screen says, "Fair has learned 4 spells!"

They see a spirit looking overhead. They sense it more than they see it. Hope has sword in hand. He points it toward the spirit. The spirit acts doggedly. Then leaves. Fair says, "we should get back. We've gained a lot of powerful items already. And Hope agrees. They leave down the path they came in and get back quickly enough.

They go to the priest and tell him they've found a lot of useful stuff. And a note apparently written by Jonists brother. Along with that a flute. One that apparently wards off spirits. And they are told to see Jonist and tell him about it.

"Jonist," Hope says, "I'm afraid to tell you that your brother is dead. We found his room in the castle we went to. He had this among his things. This flute. It is supposed to have magic powers. It was your brothers, so here, take it."

Jonist grabs the flute and looks at it. "Oh, yes," he says. "My brothers magic flute. He spent a lifetime making it. He had a blessed knife to carve it out of bone, the bone of a dragon. It is very powerful indeed. And thank you."

They then return to the alchemist. "Your wand is ready," he tells Hope. And he hands it to him. It glows green. Hope holds it tightly in his hand and feels as though it is gaining more power. Too much in fact. So he equips it at his side.

The alchemist says, "Looks like by holding it it gains more power. Just don't overload it! We can make you a new path. Where would you like to go next?" Hope tells him "The Forest of Ashtar " And the alchemist tells him "so it will be."

Jonist comes to them while they are leaving. "I'd like to come with you. I don't know why. It's just a gut feeling that I should go. My daughter is being watched by her grandparents. I have nothing else to do. I've been trapped here for so long."

Hope and Fair have no problem at all with that. And they leave to go to the forest in the south.

There is a glade after a little looking around. An empty area among the trees. And a stump in the middle of it. Jonist sits down on it and plays his brother's favorite melody.

Suddenly his brother appears before him.

"Jonist," he says. "It is so good to see you. I was trapped in the spirit world for what felt like ages. You have brought me back. And thank you."

"Believe me it is happy to see you too brother. This is my friend Hope and his friend Fair. The world is still full of monsters, demons, and dangers."

And they see out of the corner of the eye some evil creatures, little ones, looking from behind the trees, peering out at them.

Jonist says, "whatever we have to say we will have to do so later. There are evil things about."

So they leave back to the village.

On the way back Jonist's brother (Cain) tells him "This is incredible.. being back in the flesh. Not only that but I am part spirit. As though the bonds of the flesh were broken." Jonist asks what he means. He raises up about thirty feet in the air. "I mean I am part spirit." He says. And he can also zip back and forth.

"Looks like we have a four person party," Hope says. "Maybe together we can restore the world!"

"I wouldn't doubt it," Fair says, "We are getting more powerful by the minute."

"If any of us dies, Cain says, "then I or we will return to the forest of Ashtar to resurrect them."

"Looks like protecting you will be our priority then," Hope says, "so we should allocate our protective items to you." Fair looks in her magic book. "I seem to remember a protective spell in this. It can withstand up to eight strikes against you. But it must be cast right before the battle."

They arrive back at the village. They ask to have made a path to the lost caverns.

The alchemist says, "you'll need light for that." Hope says that his eye necklace can illuminate every thing for them. He says, "well in that case I will have you sent out soon. I have been working on concentrating the power of the rose. I placed them inside with growing crystals into a pouch. The crystal rocks inside seem to grow and feed the flowers." He prepares four pouches. He hands one to each of them. He says if their party gets bigger then to return to him. He will make more. "And you may much more freely be able to roam about. You will still have to fight sometimes, evil creatures, but at least you'll no longer have such a terrible disadvantage."

So the four of them leave to the caverns.

Once inside Hope's necklace lights up. There is a demon right in front of them. He slowly opens his eyes. He says, "how dare you enter into my home! I will eat you! I will eat you all!" And a battle occurs. Fair casts a spell to protect Cain for awhile. Cain plays his flute and it increases the power of the others. It also slows down the demon. Hope recites a spell, holding his wand it gains greater and greater power.. too much so, and the spell harms him instead. But he tries again, this time with the best charge released. And the demonic creature is dispatched. His last words are "you will never defeat the white dragon!"

They ignore his warning and proceed. They find a spell book for Jonist.. of six spells. They confidently engage against the white dragon further down the corridors. It tells them "Six dragons. I am the first though the least. It is our kingdom. It is our world. But if you can defeat us all we will give back your world." The white dragon makes short work of them. When it is they are about dead Hope grabs onto Cain with one hand, his other hand holding onto his necklace, and they are teleported to the forest of Ashtar

Cain says, "I know what I must do." He sits on the stump and plays two melodies. One brings back Fair and another brings back Jonist.

Fair says she now knows what Cain meant when he said his body was more spiritual after being resurrected. Jonist agrees.

"That dragon said he was of six, that if all of them can be defeated then our world will be given back to us. We know then what we must do. We must defeat all of them." Fair says. "Look at your map and concentrate on the six dragons," Fair tells Hope. Which he does and with the power of his eye six symbols appear on the map indicating where they must go.

Fair says, "it is time now that I tell you the truth. I am not a Fairy but a guardian angel sent down from heaven to help you restore good to the world. While hell was opened up so was heaven. And so I have been guiding you and watching over you all along.

When I spat in the bowl instead of an actual fairy, when the spell to summon the great dragon was cast, it prevented the entire world from being destroyed."

Hope asks "then how are we going to defeat the six dragons?"

Fair says, "By simply getting powerful enough to do so. We can do whatever we want to in the meantime. We will search the world over for the greater powers, the greater weapons, the best inventory. Let us return to the village and inform the priest we will be leaving. Then we will embark on our quest over the mountains and see what we come across. By the luck of heaven we will gain enough power to dispatch the 6 dragons and restore the world!"

They get back to the village. They meet with the priest telling him that they will set out to restore the world. The priest says, "very well. I wish you the greatest of luck. And return if you ever need to" Then Jonist goes to his grandparents telling them to watch over his girl until they return.

And they are about to leave when a towns person offers them an assortment of items. Potions, warmer clothing, and magic rings. Cain gets a protective ring, Hope gets a ring that grants random immunity to spells, Jonist gets a ring that gives him spells as he levels up, and Fair gets a ring that makes her invisible.

They leave then to travel over the great mountains.

There are mushrooms all over the mountain, of many kinds. They collect them. An evil spirit hovering overhead looms down on them. They fight it and defeat it. But there is a much worse enemy at the base of the mountain. He looks like a fat and tall demon. A battle with him occurs. And they defeat it. There is a magical ribbon stretched out quite far. Hope grabs his dagger and cuts it in two. Then Cain plays a melody on his flute. And Leviathan appears at the edge of the sea. He is very thankful. He says that that demon had him trapped and they rescued him. That if Cain ever needs his help then to play the melody and he will go to them.

Other than that there is no place further to go. So they return to the village. They present the mushrooms they collected to the alchemist. The alchemist turns them into magic dust and things. He says if they polish their weapons with it they will gain more power.

They leave to go back to the caverns. They meet the white dragon again. This time they do much better. When they feel they've come close to defeating it Cain summons Leviathan. And the white dragon is defeated. There is a place to cross over into the lands further away. For the first time in awhile they have a new area to explore. And it's all or nothing now. There's no turning back.

They see a pond and ahead of it a swamp. They sit at the pond a moment. "This pond has transformative qualities," Fair says. "Drinking water from it will turn you into a monster temporarily. A random monster, some more powerful than others. But all more powerful than the human form. So let's fill a few bottles with it." And that they do.

"This swamp ahead has the most magically powerful branches you can collect. They have soaked in death for years. So let's create a few wands from each." Fair says. And they walk into the swamp slowly crossing. A very ugly and vile witch looking demon comes up. One they have to fight. Which they do, and win the battle.

There is an old witches home it seems. It was the home of the witch they just befallen. They decide it is a good a place as any to rest awhile. When Hope falls asleep he encounters the same witch. She turns into a black cat. When Hope awakes there is a black cat beside him. "Looks like you have a familiar," Fair says. They leave the witches home and out side find a horde of demons rushing toward them violently. Instinctively Hope grabs his necklace, they each grabs each others hands, and Hope imagines a safer place.

They are teleported to a Church. They don't know exactly where they are. A place of worship somewhere. Fair says it's an excellent place to explore. So they go through the area, through and through. Hope finds Holy Water. He finds small candles too. Spell books. A few of them found spell books for white magic/restorative spells. They leave the cathedral and look above at the strangest sky they have ever seen. Rain starts pouring heavily so they return inside. They find a basement and go down inside of it. Making their way through they find a tunnel. Finally they find an altar. On the top of it is a small golden idol. Cain plays his flute to it and it comes alive, growing to regular size. The idol thanks them for freeing him. He says that the Church people enslaved him into his idol form. He says to play his melody for him and he will come to them whenever they need his help. And that he will never be too far away.

Cain decides to try a stop spell on the rain using his flute. After he did the clouds dispersed and the sun began again to shine. So they go into the city before them. One abandoned of course—or more like devastated containing no survivors. Down the wet streets they walk. They find a rather large armory, items of all kinds. And Hope has an idea. He collects them all into a large crate. He places the palm of his hand on them and imagines being back at the village. Arriving there instantly with the box of goods. Then he returns to where he was. He tells Fair, "I am getting better at that." Fair says, "yes. But be very careful. You may wind up in some horrible spot if a wrong idea crosses your mind for even a second."

"I don't think that there is very much for us here. Let's all leave and see what rests beyond this city." Fair says.

Hope takes his wand and asks it where they should go. He drops it and it hovers around and then points in a direction. Is kind of pointing downward. So they follow the wand until it is pointing straight down. "silly wand," Hope says. "There is nothing down there!" But then he swipes out some dust and his hand begins to shake. A metallic top to an underground layer flies upward and is tossed to the side. "I guess we are going in," Hope says. They go down a staircase into a strange area. There are demons seated. Hope points his palm at his face and tells his eye to disguise them. They all then look just as demonic. Strange music is playing inside. There are demons and beasts inside fighting in an arena. One wins. An announcer says, "who will fight next?" Hope offers himself to battle. He is told, "and what will you bet?" He bets a spell book he has. "A book of spells. Quite nice!" If you win I have a much more powerful spell book for you. But I doubt you will because this guy has never been defeated! Let's get on with the fight then."

Hope then battles the great being. A spell is cast on Hope. His eye absorbs the power and hurls it back. It knocks the beast backwards. The beast opens his mouth and great water flows forth. Like in a way that Hope nearly drowns from it. His necklace with its eye sucks in all of the water. And Hope's hand spills it outward. Hope grabs his wand and charges it. He releases its power. The beast is nearly defeated at that point. Hope grabs his necklace and teleports to behind the beast.. its weak spot. And dives a dagger into its back. Hope holds onto the weapon. It gains power and force, enough to befall the beast. And Hope receives his new spell book with 8 new spells inside.

They quietly leave. They are asked to return if they want to battle again.

They travel on. They arrive at a hill. There are large stone structures surrounding it. Much like the Druids *Stone Hinge*. Fair asks for some time alone there, and she prays. She returns to the others and tells them that she must leave for awhile but will return when she is needed. That she can protect them better from above. She is going to be transformed into a more powerful being. She says that help will be brought down unto them to replace her for awhile. A person more able bodied than her at this time. She must be ready for the upcoming battles they will share together. Explaining these things she disappears into the sky. A person coming down soon follows.

"Hello, I am the angel Engrel." He says, "And I am happy to assist you."

"The brown dragon rests at the top of the great tree. Tonight we will perform a ritual to gain the power to defeat it. We will first need a large crystal boulder from the rocky lands. They are not so far away. Let us go there to collect it. First, Hope, let me see your left hand." Hope presents his left hand to Engrel. He prays unto it and another eye appears. Now he has two hands with eyes on them. He looks disgusted at them. Engrel

tells him, that it is his punishment. "And they will go away after your penance is made."

They arrive at the crystalline boulders. Hope is told to pick one up and to carry it back. He thinks, 'How am I supposed to do that?' But finds with the power of his hands he can now lift and carry heavy objects. As for their weight it is still a bit much. Hope is told, "I know that they are heavy. But you will get stronger. Consider it a part of your training."

They arrive at a glade of trees. The brown dragon is not far from them. They sit around the large crystal hands facing it to gain its power. Engrel has a special potion that he pours onto the crystal. And it gains power. Hope is told to hold onto the crystal and meditate on its strength. And Cain is told to play for it a melody. They've gained power from it, like HP. And Jonist casts a life spell on it to add to its effect.

"We will sleep here tonight," Engrel says. "And in the morning rise to face the brown dragon."

Which they do after resting. They hear it more and more loudly. And come onto a massive tree. Jonist is told to cast a vine spell on the tree. They do and then climb up it to face the brown dragon. The dragon tells them "foolish people, this is the end of the road." And a battle ensues. One with magic and one with Leviathan and the golden idol is used. Hope's familiar too (the large black cat.) Cain plays a flute melody that helps. But it is difficult to fight on top of a tree. It was a true disadvantage. So Hope teleported the brown dragon to the base of it and made quick work of him afterward.

The dragon says, "thank you for freeing me. I will return now to my own realm."

And the battle is won!

Engrel says they have to enter into the dream realm before they can find and defeat the gray dragon. "And how that is done is after a long walk through the desert until we come upon the river of Diates. There will be a river keeper there. And a raft ride, at a price. That price is going to be high. If we under play then we will not be sent into the dream realm but the nightmare realm."

Among the greatest treasures we can find are the golden roses. Roses that literally grow from gold. They are very powerful magically speaking. Rare, and invaluable. We can either get them from the planes or on top of the great tower. The planes are much easier. But the tower has things throughout that we can also acquire. So what will it be?

Hope tells them he'd rather climb the tower and gain additional things along the way. So they travel there. They look above. The tower is much higher than they could ever

had guessed. "This isn't going to be easy," Engrel says. "But like I said, it will be rewarding. And I believe it was a good choice."

It is a place of evil spirits—of many kinds. Of different appearances, but all evil spirits. Of a much lower amount there are good spirits inside as well. There are many battles climbing to the top. They are occasionally helped by good spirits. Along the way they find a spell book or two. And protective rings, magic rings, weapons, special clothing—magically protective. And they finally arrive at the top. A figure that looks like death is there. Only he is not black but golden. One that they must fight. Death opens a golden book while fighting them. Words some things. Does strange things with his hands, casting spells with his golden book. The team fights "golden death," they win, and before them are the golden roses upon a round table. They even get the golden magic book that golden death was using against them.

"Well done team," Engrel says.

And they return to where they were initially.

They slowly pass through the desert. Engrel says, "we must go through until we are completely exhausted. Then the river keeper will appear before us."

Which after a long walk they do, after coming to a crawl.

Like mist clearing out a figure appears before them. He asks what they will give him to pass on through. "And if you have nothing for me then you will stay in this place forever."

Engrel very humbly tells him "these golden roses are for you, great river keeper. Please let us pass through."

"What lovely roses are these you offer? I have never seen a finer flower. You and your party may be brought through." The river keeper says.

They slowly row down the river together in a raft. On both sides are evil spirits. And they grow tired, falling asleep. When they wake up they are at a shore. They all get up together. Engrel tells them "we have arrived."

Walking through the lands they sometimes see visions. After a vision they see a monster holding its victim in sleep. Whenever they defeat one of them they find the person is set free. Some harder enemies even have a multitude of them set free. Engrel explains that their souls and body will return to the real world. And they set out to defeating so many of these to do so, hopefully having them survive. "As whole villages will be returned. And the power of the dragons have lessened. So evil is less afoot. And after we defeat the gray dragon, those we free here will have great chances to survive."

It is a place they must bless. Because the more the curses of it are removed the better the outside world will become. So they gather branches, magically bless them, and stick them into the ground. They find sleeping bodies that need to be buried to find peace, and so they ritualistically do. There are portals to close which Hope does with his hand. And the world is a better place because of it. After awhile of doing this the gray dragon appears.

"You have been interfering with my realm" the gray dragon tells them. "And I am here to stop you."

They then battle the gray dragon, and through sorcery and weaponry, summoning, spells, all they've got, they defeat it. And it says that it can find peace again, then vanishes.

Behind the dragon is a portal. Hope raises his hand to it and they pass on through to the normal world again.

They find a small home before them. "Some one is waiting for you inside, Hope." And Engrel disappears. They go into the small home. Fair is inside. Hope tells her it is great to see her again. "same here," Fair says. Fair looks noticeably more powerful. She says with their combined power they can accomplish anything. She knows stronger and greater magic. She can temporarily turn into a god state.

"The blue dragon is the next they must defeat. And it is deep within a tomb. The wretched graveyard is where it is. And it requires a lot of searching within to find it." Fair tells them. "And we must be at that graveyard at midnight and during a full moon. That's the only real reason why it will be our next objective. Tonight there is a full moon. In fact we should leave right now. There's no time to waste." Fair says.

And they come onto the graveyard. They have to fight away ghosts. Some ghosts try to grab them and pull them under. And while they wait for the stroke of midnight they are fending off evil spirits.

Then midnight comes. A staircase appears in the center tomb. They climb down it. There is a monster in the room below they must fight. And they do, defeating it. Something like a human and an octopus with spiked tentacles that turn into snakes falling to the ground.

The corridors are confusing.. but not too much so. They find there are safe paths and very dangerous paths. But red brick paves the safer path. However the difficult enemies drop very powerful items. There is a well at the center. They must jump inside and do. Landing at the bottom they find an underground layer.

The area has a line of soldier figures on the wall. They come to life and attack Hope and his party. And so another battle ensues.

At the last strike the soldiers form in a circle. Hope and team go in the middle of it. They start circling faster and faster until they are like light. They turn to blue light and raise upward. As they do they form into the blue dragon. They then fight the blue dragon. They cast upward spells, tornado, wind spells, they shoot arrows, they summon, etc., until the dragon is defeated. They then teleport back to the upper world. They notice a silence. A stillness to things. Like the world is mostly back at peace. Fair says, "every time a dragon is defeated souls come closer to returning. As they do they push out the evil, bringing things back to their rightful place. We have just two more dragons to defeat. After we do the world will be restored."

"Where are we to go next?" Fair asks Hope, who looks at his map. "It looks like the next dragon is in a place high upon the mountains." Hope says. Fair says, *that* dragon resides in a heavenly realm. Upon the mountain of Nethernal. It is the red dragon. The dragon of the sun. One that breathes fire. And very formidable. But first, there is a small village up ahead. I sense some spooky things await us."

They enter into the village. It seems vacant. There is a small building behind a church. Beside that a graveyard. They enter into that building. They see food at a table and wine, then sit to eat and drink. The sun shines down through red curtains. They hear the red dragon in agony saying "free me." Four skeletons come forth. Each placing a special weapon before them.

The skeletons grab onto the four. They try to release their hold on them. They hear the red dragon again. She's saying "do not resist me!" And they suddenly reappear elsewhere, in a snowy and bitter cold region. There is a flame they follow. That flame leads them into a cave, and a fire is made of it, like a fire pit. Literally a pit with flames coming up. And they jump into it. They land in a mysterious place. There is a frozen pond, one small. They cast a fire spell on it and it melts, revealing fire shields. Lightweight shields, ones impervious to flames. And they equip them.

Out of four holes in the wall come four ghost horses. Fair says, "these will take us to the mountain of the red dragon." So they hop on the horses.. which are ghostly, and the horse travel through some sort of interdimensional plane, and they are at the mountain they need to climb. The horses spawn wings. They fly onto the place that the red dragon is. And in fact they fight the red dragon upon the horses, fire protective shields and all. They circle it each making a strike. And they defeat it. The dragon is thankful for being set free. She says, "receive my horses as a gift." And then disappears.

Back at the base of the mountain and they still have their horses. They ride on through the night.

They stop at a small lake with an Island at the center. Morning has come. They see a green light down the center of a place upon the island. Fair says, "we may as well investigate this." And they cross the lake. Once inside they find a small green egg. There are spirits blocking them from it. They dispatch them and approach the green egg. Hope is told to grasp it in his hand. He does and a little green spirit, much like a small elf, thanks him for freeing him. He asks what Hope would like in return. Hope tells him "help us defeat the green dragon." The little elf says "I don't know who the green dragon is but I'm sure I can help you. Put the green egg in your pocket and call me out when you need me. After that I will be set free from this place, so I am happy to help."

They get back on their horses and fly away. They are overlooking the world. They see just how many they've set free. They see that people are returning to the world in large numbers. And things are being restored. Monsters and evil things are nearly entirely gone. But they have one more dragon to deal with, if only to set her free. They touch down on an area of a grove and there are spirits dancing around, singing, celebrating. A guitarist appears. A drummer too. Also a dancer at the center of it all. And they slowly turn into their human forms. Back alive again, but painfully confused. And Fair tells them they have been set free, returned to the earth.

There appears an arena. One of a great audience. Suddenly Hope and his party are there in the audience. The green dragon appears in the center. One by one people out to fight it. One by one and of many they fail. Then it is Hope's and his team's turn. Only they have to one at a time. Jonist is sent to the dragon first. Hope and the others try to enter into the arena but are blocked. Jonist fails. Cain is next. He fails. Fair is after him and she fails. But the green dragon has been weakened. Hope is sent out. And after awhile of fighting the eye on his hand ushers out a great force that Hope has not witnessed in his lifetime. The green dragon is finally defeated. At last they are all vanquished. They hear the words "never break the seal again."

The souls of the earth then return. One by one, with their villages restored and all else.

Fair tells Hope that there is just one last thing he must do. She holds the head of his horse and has it send him to the Nether to undo the curse of the eye and "to close the eyes of the evil one." Hope gets upon his horse and is taken to a trapezoid. He climbs it and above him is an eye looming down. One seemingly in pain. Hope takes his sword and thrusts it into the eye. The eye closes. And peace is fully restored to the world.

Jonist and Cain return to their village and explain all that happened. Fair returns to heaven. Hope's quest is done. So he slowly takes the crown off of his head that lead him into this video game. And Hope is back in the real world again.

Hope sees that in front of him is that green egg. He holds it in his hand and a little green elf comes out. He says, "I hope you don't mind me living here and being your friend!" Hope says, "of course not." He is told "then consider me your friend. One who will protect you." Looks like Hope has a little black kitten as a new friend too. Possibly a familiar, he thinks. Hope sees there is a necklace around his neck. He hears the voice of a spirit, possibly God, saying "I will watch over you always." And beside him is a spell book. He decides to give it to Hariot on her birthday today. He turns on some music and lays down on his couch. He rests there awhile and Lilith comes in. "Finally done?" Lilith says. "Yes Hun, and all won."

Lilith says, "don't worry, I told everyone you had been playing a video game this whole time. Took you a few days by the way."

Hope tells her, "I thought you would. Well, that was the most amazing game I ever played." The kitten hops onto Hope's lap. Lilith says, "who is that little guy?"

Hope says "a familiar I believe. I believe I'll name him Set. Well babe let me sleep awhile. I really need to. Can you give this book to Hariot?" And Lilith says, "of course. Come see me when you wake up."

Hariot has among her three friends. A group of a coven in the magic building. They are sorting through books and practicing magic. They leave together to a forested area not far from where Joseph fishes. There they are practicing magic. They take a spell and try to modify it. When they accomplish a better spell they write it down onto a book of shadows. Hariot returns and Lilith has Hope's book for her. "Happy birthday from Hope!" Lilith says. Hariot looks through it. "Wow! Now that's a gift! Where did he get this?" She asks. Lilith tells her "by playing and beating a video game." Hariot says, "Oh I know he was playing a video game. Well how interesting."

Hope wakes up and looks for Lilith. He finds her with Hariot and tells her "happy birthday aunt Hariot. I'm glad I got done with my game in time to tell you." Hariot thanks him for the book. "I'm going to get some fire wood ready, some music set up, some snacks too. It seems like the perfect night for an outdoor fire. With all that done Hope gathers everyone and that night they are peacefully sitting by the fire drinking beer. Except Hope. He is just drinking iced tea as he so much likes. A happy birthday song is sung and a cake is brought out by Heather. She gives each person a slice. And Hariot happily enjoys her birthday. "I couldn't have a better family." She says, "and thank you all."

One by one they give her a present. A music box to help her sleep. Nice clothing. A journal and "everlast" pens ("These pens never run out of ink!" Larry says.) Some stencils, stamps, a golden binder, a canvas and paint, paint brushes, a Neo Tarot deck," a crying crystal ball. Lots of nice stuff.

The next day Joseph awakes to something special. A little further in the back yard he sees a swing set peeking out. So he goes and looks. He finds a swing set, a sand pit, a play area. He sees a note on the swing set seat. It says, "a gift from your special friends. A gift for your soon to be born child." Joseph gets Heather. "How did this get here?" She asks. "Over night I guess. They left a note saying it is for our soon to be born child."

"Who are *they*?" Heather asks. Joseph says, "our secret friends. They didn't give us any names or anything. Just people that know about us I guess, which so many do."

Hariot inquires how she may build a witches home for her coven. She asks Larry about it. "I don't know where to start." Larry says, "write down on paper the design you want. I can take it from there." So she writes down "a black painted home with stain glass windows. Large idols in the front, one of Shiva the other of Agnes. A sigil Lucifer above the front door. A sigil of Satan above the back door. Wind chimes. Wooden flooring, an altar inside with a cup and candles, a bookshelf to hold 50 books, a basement with large idols inside, and finally: wall paper made out of Tarot cards."

She then gives the list to Larry. Larry hands it to Hope. Hope says, "we have a lot of these things already and they are things we never use. Some of them are harder to come by but I think it can be done. Let me see if there is anyone to help us put all of this together, okay?" Hope says. Larry tells him "I am very grateful."

Hope tells him they will surprise her and to not give anything away.

So Hope goes to his Expression Building within the palace and sends out for help. He scans Hariot's list asking for help. And within an hour they arrive. About twenty people with very highly advanced equipment. A special platform that prints things out. They turn it on and input some things then stain glass windows appear. The sigil of Lucifer and Satan after that. Then wood flooring. The walls were printed black when they were produced by the special generator. A robotic arm used to hand pick up the pieces and some of it was actual work, but not much.

So they are all done. Hope asks what they want in return. They say "may God bless us, that's all that we need." And they depart.

They look for Hariot. She's easily enough found in the magic building of the palace. They tell her they have a surprise for her. So they lead her into the back. And point at her new home. "Happy birthday again!" They tell her. And she's speechless. She rushes in and looks around. "This is *perfect*!" She says. I will go get my witch friends and we can have a ceremony here immediately.

"Okay, enjoy!" Larry says.

God happens to have His own ceremony in mind. Jesus is visiting the new realm to make a speech and a celebration of it is being held.

He is calling for a pilgrimage down *The Great Path*.

Hope hears God's voice. They all do. God is promising them a heavenly time. He tells everyone to leave their home and walk The Great Path until they arrive in three days.

Hope is not all to sure what all of this means. He is after all very new to this realm. He asks God at the Idol of God in his Magic Building. God informs him to just take his family and walk out the door. Continue walking. Bring a minimal of things. Don't fly or ride on horses or any vehicle or you will become lost. He tells Hope "just faithfully walk. In three days you will arrive. Those that arrive earliest will be closer to My Son Jesus."

So Hope gathers his family together at a table. "Friends and family," He says, "We have been informed by God to leave our home and to take a pilgrimage down the great path. As long as we are walking we will make it there in three days. Those that are late will not have so comfortable a position, further away from Jesus, whom will be speaking. And I for one would love to see Lord Jesus again! So let's gather just a few things. But have enough faith to hurry out with just a little. In twenty minutes we will leave. So everyone make it quick and return to this table. Right after that we will leave and set out on our journey."

So there they all are back together after twenty minutes and something of a large group. They leave through the doors. Joseph asks, "which way." Hope says, "any. Let's just go East." And they leave.

They cross through the somewhat wooded area. They cross through Abigail's place (the area that Seth meet her) and it is vacant. They see nothing up ahead. On the ground are various desert flowers—it is much like a desert they are walking through. Over a hill they go. One big enough to give them a better view. They see far off that the sky is especially blue.

They start to see people again down hill. They are walking alongside. There is a river of powerfully running water. "We can't cross this," Hope says. Then Joseph jumps right onto it. "Dad!" Hope says. "Its okay son. Look." It appears he is walking on water. So the others do the same. And walk right over the water.

They find a fruit tree. They take food from it and eat for a moment. Seth is too young and non Earthly to think mushrooms are poisonous. But they aren't.. not where they are. So he grabs one. He says, "I wonder how this tastes?" Hope says, "no!" But it's too late. He is chewing on it. "Seth! That could be poisonous." Joseph says, "Around here? Don't worry son, we aren't on earth anymore."

"Yeah I guess you're right, dad." Hope says.

Seth asks, "what are you talking about? Food that kills you? That's absurd. How would food kill you?" They all laugh at that. In fact Joseph takes a handful of water from a dirty looking pool of water and drinks it. "Damn I was thirsty. All of this walking! Speaking of which I believe we should take off. We don't want to be late."

So they continue walking. It becomes nighttime. It is hard to see at first. But fire fly's appear.. very bright ones large enough to illuminate their path really well. "Close to just two days left everyone," Hope says. "And I'm sure hearing from Jesus will be an awesome experience." Joseph comes across a nice looking log and picks it up. There are more ahead, about three pieces. They too are picked up. Ahead of them they see a run down structure the size of a shed. "Looks like others had the same idea we have. There's excellent wood around here to camp out with. But it looks like they left it long ago." Joseph says.

"I suppose we can rest here for a few hours." Hope says, dropping the wood in the center.

They light a fire upon the wood.

Hariot suggests that they hold hands in prayer. They are all agreed to it. So in a circle they hold hands around the fire and pray. "May your name and kingdom be hallowed. Your words as bread. Give us the life that doesn't trespass against your will."

God appears before the flames. He says, "my sons and daughters I am grateful to have you. I have watched over you. I will continue to. I will bless you. I will uplift you. I will save you from death. I will enrich you. I will keep you all together. Please listen carefully to the words of My Son when you see Him. And I thank you for the pilgrimage you are taking in order to do so. May your lives be all that you wish them to be." And God leaves them on that note.

They are speechless. Abigail is moved to leave and to take the pilgrimage on her own. She tells Seth "I think I should go it alone. I feel called to do so, Seth. I am sorry to leave you for now but I promise I will return to you." Seth is upset to see her go. He yells out "Abigail!" But he knows it's of no use. Hope looks at Seth, "just let her go son. This is about God, not her, not you, but Him. She'll be fine." Seth says, "Yes. I guess you're right."

Not long after that they proceed with their pilgrimage. Nighttime didn't seem to go on for very long. Suddenly a great road appears before them rapidly moving forward. A road paved in gold. "We must be getting close," Hope says. "Gold is a sacred thing." Hariot says. "So I think you are right. If effort counts, 3 days isn't to be taken literally."

They begin to see angels as well. Human form beings with white wings. Gray statues too of angels, saints, Jesus. Some of them are sitting down. Some of the statues are wrapped in vines containing berries. Larry plucks one and eats it. "Oh! Oh! That is so good! Too good!" He stops himself from eating another. "Simply overwhelming!" He adds.

They see a few demonic looking beings too. Hope says "just like in scripture, the wolves will eat with the lambs. Let's hurry on, we should be soon arriving. In fact they start to run. Passionately. And form into wolves running down a green pasture. It is a heavenly scene. The beauty of the sky is apparent. And they form into children sitting before a tree. Like that of a tree of life. God is with them and says, "welcome my children."

They remain with that appearance and slowly walk forward. Ahead they see the most wonderful white castle. At the door they are asked one by one "Is Jesus Lord?" And each say "yes!" Then are told, "then wash your face in the holy water." And taking water in hand they do so. After that they are transformed into a white robe and told to enter inside.

The seats are all white with tall backs, like thrones. Roses adorn the altar. Thorns wrap around. Behind the altar is an open curtain with a tree bearing fruit behind it. The ground is carpeted with red carpet. The ceiling is very high with light shining down through an opening. And a priest comes before the altar. "I present to you Jesus!" The priest says. Jesus then appears. He has a long white robe. He asks Hope to come to him. Then he plucks a fruit from the tree handing it to Hope. He tells Hope to stand at his right where there is a seat.

Jesus begins by saying "The realm of heaven flourishes. The grace and beauty of God is realized. The land is at peace. Death is no more. Continue to help each other. Live according to God's will. Flourish as a people. Build upon any good thing. Because this is the home God gave you. Take from God His bounty."

Baskets of fruit are distributed to every person there. Drinks too. And they spend a moment drinking and eating.

Jesus continues speaking. "Treat each other well. Be helpful towards each other, it is God's will. Find those that are lost. Bring them to me. Call them to me. And I will lead them home. Be baptized early on. Ask for guidance and God will provide it. Whatever good thing you ask for God will provide. But anyone who asks for an evil thing God will deny, and continue to. Have a strong relationship with God and He will provide you with additional strength.

You are those saved from different places of the universe. In some cases you were never damned, just too smart to live in the regular universe. And all places must

independently evolve, so you may have been sent here. Some of you were evil, but you are no more. God does not rip asunder, he builds. He builds you upward toward heaven and His graces.

Have no doubt that God will help you when you need Him. He will answer your questions. He will give to you what you desire, if it is not evil. Live blameless meaning be not warranting of blame. As those that do good will receive good things. Life is about helping others. And you may think that it comes at a high price but you *will* be rewarded for exceptionally good deeds.”

Church music begins to play—and it is very unusual. Not earthly. But of a mix of different instrumentalists from different worlds. The singer sings in a different language. At first she is unable to be understood. But like speaking in tongues clarity comes and everyone is able to understand her. Strange musical instruments among them. But Bach is there with them playing on a harpsichord.

Jesus summons Hope to go toward him. He directs Hope to the back. There is a small pool of water there. He baptizes Hope with it. He takes him to a seat. He says, “Satan, you are my brother. You know that right? We didn’t frown upon your evil ways. In fact we marveled at them. How remarkably opposite you were to us. Me, our father. So let’s speak seriously. Live according to how you wish to. Enjoy life as much as you can. Don’t think any serious way that leads you to thinking God will cut you off. You have the key to the Kingdom just as much as I do.”

Hope reflects on what he said.

“I feel that the person I was is no more. I like better the person I became. I have a family. I have Lilith. I will have my first sibling soon. I’ve had one hell of a life. I remember going out in the city with them collecting whatsoever I wanted. The RV ride on the way back. The people we meet and the places we stopped at. First getting my palace. Which was stunning. And as a younger man confused with a confusing world. Not knowing yet who I was. Finding that out. I had good parents too. Loving parents that held birthdays for me, and Christmas times. I had an exceptional life, no doubt. And I thank God for that. Thank you for the swing set by the way. I know it was your idea.”

Jesus laughs and says, “yes, yes it was. I make sure that you guys have all you need over there. You could ask for a giant castle in the back yard and it will be constructed in no time. So good days, good luck and good times to you and your family. I guess that’s all I needed to say, what I needed to hear, too.” Jesus makes the sign of the horns on his forehead bending his fingers. “You can return to the rest of your family now, old friend.”

“Whatever suits you Hope, is fine with me. Remember that.” Jesus finishes by saying.

Hope returns to the seat he was at next to his family. He is asked how his talk went with his brother. He tells them that they are on good terms and is as one that can be totally trusted and depended on.

"That's great! It has been an excellent time here. That music! Nothing on earth ever sounded that good. In fact I'd say it puts us to shame. The food is very good itself. But if that's everything then I guess we can all return home. They leave through the front doors. There's Abigail standing there.

"I knew you would eventually come out." Abigail says. "So good to see you again, Seth. Everyone else too but mostly Seth," she chuckles. "Anyone know how we get back?" Hope says, just as easily as we came. More easy than that maybe."

They walk through the area they did before—concrete statues adorning the side. Hope looks at one and sees blood come from the eye of one. And another one seems to say "blessed be our lord, Satan." The road up ahead—that gold paved road, spawned thorns. But they just walk right over it and it crumbles at their feet. "We will tread snakes and break them at our heel," Joseph says. And snakes are to their either side and disperse away from them. The road then becomes even better: as crystal. They slowly walk down it for awhile. Nighttime comes quickly and to their right is a camp fire it seems. One with no one beside it. So they stop to rest at it for a moment. Hope says, "I wish we were home." Then they are. They are right by a fire in the backyard of their palace.

"Good to be back! So good to be back!" Heather says. "And a perfectly cold night for a warm fire to sit beside." She starts feeling strangely. "I think my baby is coming Joseph." Joseph says, "what?! Are you sure?"

"Yes, totally sure." She says.

"then let's get inside. All of you wait out here, okay?"

They go inside. She lays down and her husband is before her. The pregnancy was somewhat quick, and painless. A new girl arrives in the world. Joseph says, "it's a girl!" Heather asks to hold her. She looks at her and tells her "I will name you Madalyn." The baby doesn't cry. She is peacefully resting in her mother's arm. A short time later the others are invited in. "Look," he says. "A new baby has entered into our lives. Her name is Madalyn."

Hope says, "we are going to do everything we can to give you a good life, Madalyn."

Madalyn's room has been prepared to include ceiling star stickers that glow in the dark, a lavender color wall. A crib. A music box. And a seat for Heather to sit in. She is there that night. All night holding her new baby in her arms.

"I wonder where life will take us from here?" Hope asks. "What places we will go in this heavenly realm. What we will do. What we will discover. Will we remain together? Will life always bring us this much joy? And where will it all take us? With eternal life I find those questions profound. And tomorrow itself may be much different. But what about a year, a decade, a century, a millennia? Only God can hold such a thing together. For him a thousand years is like a day and a day is like a thousand years. I pray He be with us often and always. May things remain forever good as they are now."

Joseph says, "Amen to that!"

Hope is now 200 years old. He has lived many many years since that time.

It is Christmas eve and Christmas is just like it has always been. They have in their home a Christmas tree. There are presents and children there, a large family. There is a star on top of the tree. There is a fireplace in their home. The higher powers have showered them with gifts. They do not look all that old, the adults, the adults that are older than adults. But they do look sharpened and wiser. They have a veritable kingdom now, something twice the size of their palace, maybe more. It stretches and towers high.

Hope says, "the kids are full of so much energy. Me? I'm content to just sit here thinking for long periods." Joseph tells him "Yes but the world wouldn't be the same without them. I hope they like their presents."

"Oh yeah, I'm sure they will," Hope says. "Image stickers, robotic suits, Erthen candies, self cleaning transformative clothing, second reality video games, pocket theaters, synthetic pets, it all beats anything we got long long ago."

There are snacks around and drinks. Comfortable throne looking seats. And Christmas decorations such as a nativity scene. Music is playing of a earthly traditional sense. Harriot and Larry are dancing together.

Outside there are fairies flying around, and shining out light. Lilith is beside them under a tree in a garden on a porch swinging.

Heather is watching a favorite Christmas movie of her's with a couple of children beside her.

And Seth and Abigail are playing a board game with two of their children.

Hope and Joseph go to a table and pour some red wine in a cup. They close their eyes to silently pray. "May we live peacefully and happily in the loving wings of God." Hope says. "To Christ our Lord Jesus," Joseph says. And they drink their wine. Joseph says, "they say immortality brings with it an unbearable boredom, but nothing could be farther from the truth."

Hope agrees with that. He says, "yes and if the bible is to be taken seriously God's followers would just plain refuse to think that He would torment them in everlasting fire. Rather we are engulfed by God's love, in full. Those days of fearing death and preserving health at any cost, they are gone. Gone is the suffering. Gone is the blindness of mystery we dwelt under on Earth. Rather we find ourselves where we are today. An excellent place to be. Truly a heavenly paradise!"

Seth comes out with a trumpet, Abigail with a violin. They take a seat beside the Christmas tree and play Christmas melodies with them.

"I think I hear your son, and his wife, Hope. They've gotten good at playing music. Let's go sit and listen to them."

So they go into the room to hear them. After awhile they stop playing. Hope then taps a thing on his chest. It increases the volume of his voice. He starts to preach "Everyone," he says, "Do you all know the reason for Christmas? It is Christ's birthday. He was born long long ago. God sent him into the world to save it. He was born to a virgin mother. He was the voice of God and taught many great things. Like how to get to heaven. Long before that even, humans made a terrible mistake. They sinned against God. And because they did, because they disobeyed Him, they were separated from Him. God requested sacrifices after that. But it was not enough to bring people back to God. So God sent His only Son into the world to save it. Prophets said that Jesus was going to come into the world and rule over it. So when Jesus was just a baby the king had all the babies killed. The King sent out three wise men to find the baby Jesus, who was going to rule the world and take his power. But the three wise men instead brought blessings to Jesus and warned the king of his intentions. So they moved baby Jesus to Bethlehem. Jesus grew. He became a minister. He spoke God's word. He was God's word. The people didn't like what he had to say, because they were sinners. They didn't like to lose their sinful lives. More and more Jesus upseted them. He said he was the son of God. They especially didn't like that even though his words were true. So they had him arrested and put on a cross to die. They crucified him. And he became our redemption. God had the sacrifice we needed to rejoin him. He sacrificed himself for us. Jesus rose from the dead three days later. Soon after ascended into heaven.

And I know all these words are true. I've seen Jesus myself. A lot of us here have. Christmas is his birthday. But just like how God gave us Jesus, God gives us presents on this day. It's the birthday of Jesus but he wants to give *you* presents!"

It's the stroke of midnight. A loud bell can be heard from not far off.

"Sounds like it is time to open the presents!" Heather says.

Larry hands Hariot a present. They are magical crystals. "Normally these would kill a person. They emanate with so much power. But not us obviously. They have within them life force. They are said to bless anyone who carries them. I did a lot of research and located them while kind of mining for them with a special hammer." Hariot says, "yes! I love them Larry. Now open up your present from me." Which he does. It is a beer Stein. But whatever you put in it becomes cold and stays cold.

Hope receives a new flag from his son Seth. Seth tells him that it is his best design yet.

Hope gives Lilith a present. "On earth we had a thing called a mood ring. All they really did was represent your temperature. If the ring was hot it would be black, or something like that. But this? This really does tell your mood." He says, and slips it on her finger.

The kids get some board games. They all get an Omni Orion video gaming system and some familiar games. Hope gives Seth an Ever-Sheet binder (it never runs out of paper, it produces new sheets.) And an Ever-Pen that never runs out of ink.

Abigail gets a miniature horse figure. She is told that when it is tossed on the ground a real horse will appear whom she can ride, and it never exhausts.

Hariot and Larry receive a poker set.. chips, cards, and also a dart board.

Hope receives a pack of cigarette that infinity produces new cigarettes. A lighter too that never runs out. Heather is given health pills. They impart a kind of spiritual power when digested. And the kids get: Image stickers, robotic suits, Erthen candies, self cleaning transformative clothing, second reality video games, pocket theaters, synthetic pets, as stated.

After that some rest. Really wherever they want to. On a couch, on the floor with a blanket, in their rooms. But Hope and Seth go into basketball court in their back yard and play some basket ball. Hope says, "it's been a great year! Everyone's happy. Next Christmas time let's try and do it even better." Hope throws the ball straight into the hoop. "Not the best basketball player on earth could have beaten us." Hope says. "200 years can do that."

Lilith looks out from the top of the roof. She sees a brilliant dark blue sky. She sees the morning star. It is brighter than the one had been on earth. *Their* morning star as dawn was coming, she saw a black winged angel falling from it in the form of a cloud. That cloud swooped to the left forming into a serpent with horns. It went over the first rays of the dawning sun. Then a white cloud of an angel appears below the morning star looking up at it. A murder of crows scatter- lots of them. And a black cloud as a rainbow appears in the upper right of the sky.. *to the east.*

The End.

Also by the author:

The Christian Satanic Bible

The Satanic Book

Satanic Living

Christian Satanism

Becoming a Christian Satanist

A Map for a Christian Satanist

Christian Satanic Doctrine

Christian Satanic Books 1-5

The Gray Book of Satanic Christianity

Mastering Christian Satanism

Lucifer's Book of Inventions and Ideas 1-6

Books 1-4 of the Five Planets

Anti Voidalism Book of Aeon

Anti Voidalism Book of Raine

Anti Voidalism Book of Ro

Anti Voidalism Book of Bethai

Crazyism: A Book of Spiritual Healing

Godism: A Religion for Scientists

Prayers to Become Lucifer

My Anti Christ Game or Movie

Trash Writings of Lucifer White

The Full Bible of Steel.